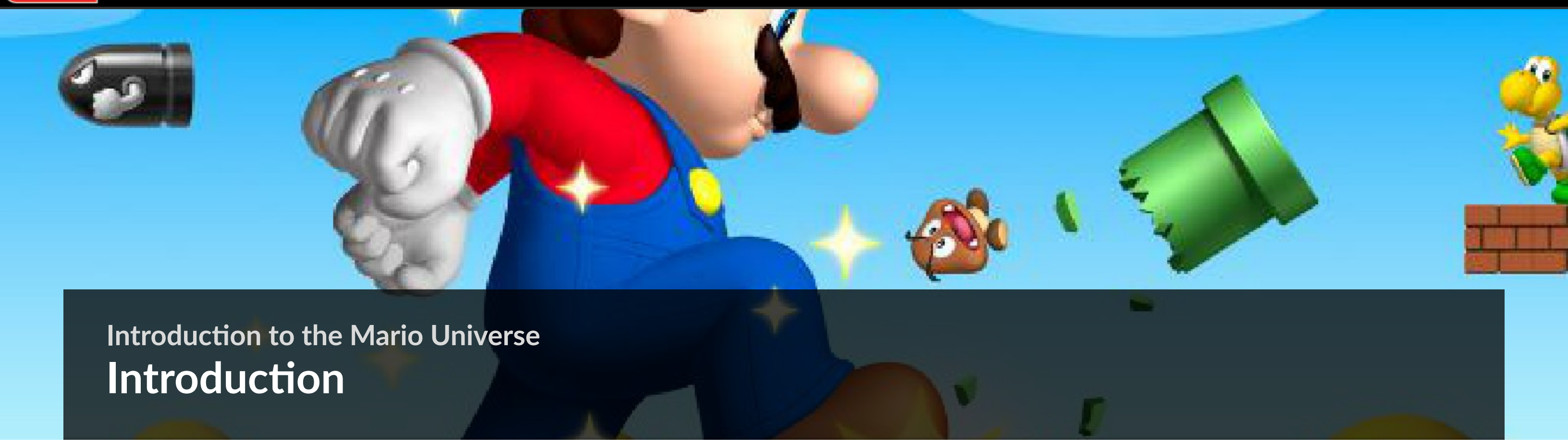


Introduction to the Mario Universe

Introduction

Acknowledgements

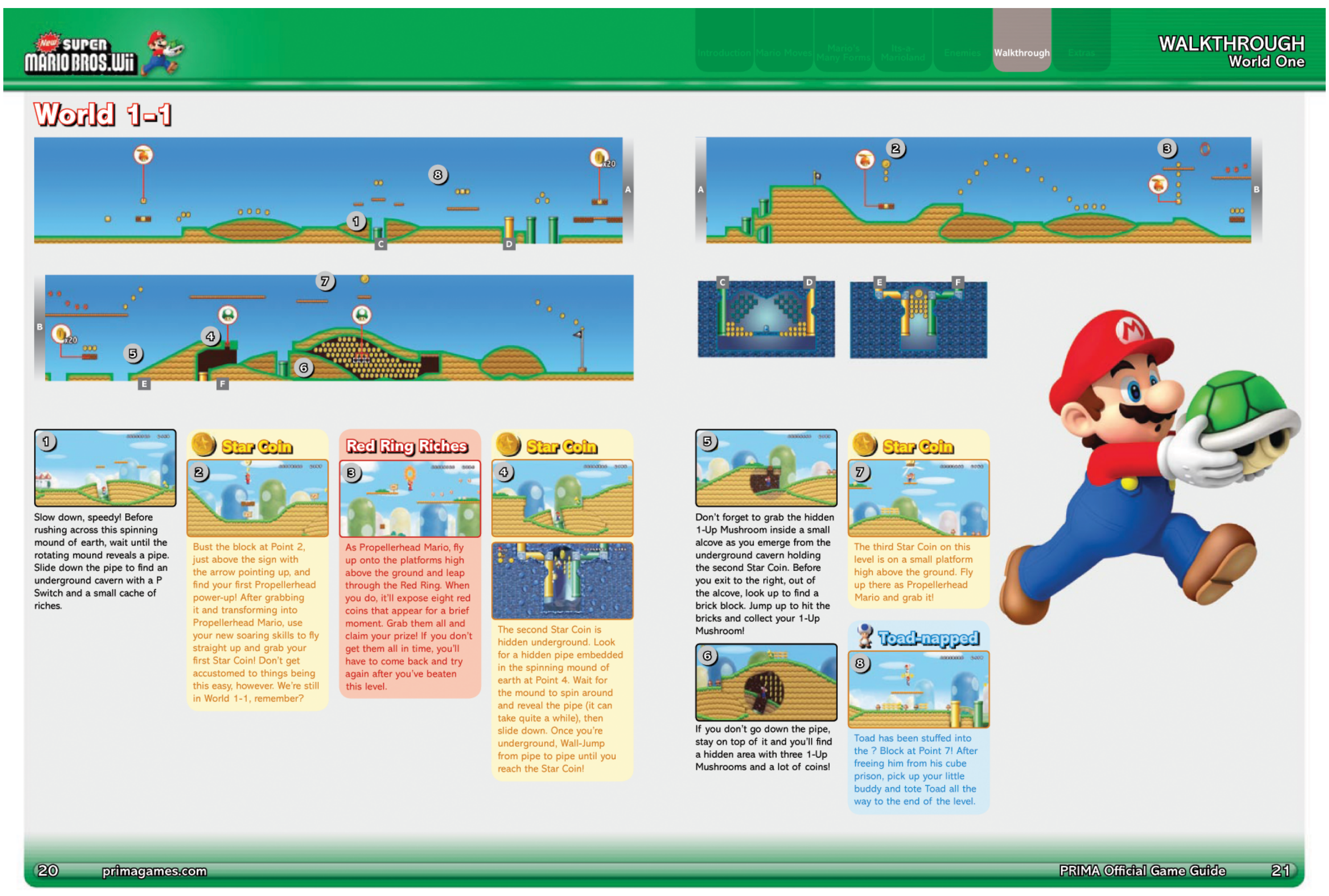
Thanks to everyone at Prima for making this a great project: Andy Rolleri, who once again trusted me with a wonderful property; and Mario De Govia and Shaida Boroumand for making this guide a pleasure to work on. Thank you to Sara, my beloved copy editor, for being such a darling to work with. Of course, this wouldn't have been possible without the immense help from the people at Nintendo. Thanks to Kyoko Yoshida, Erik Peterson, Lars Knudsin, and Kainan Jarrette who each lent a huge helping hand in creating this guide. Finally, thanks to my lovely Leslie for being so supportive throughout this project. Without her, I'd fold like a lawn chair.

How to Use This Guide

This guide has everything you need to beat every level, collect every Star Coin, properly use every power-up, and even keep you alive in the most difficult of situations. We've filled nearly every page of the walkthrough with detailed maps, key points, and even the location of secret areas. So, the only thing you need to worry about is having fun Mario-style!

Walkthrough

Every level in the game has been mapped out and labeled with several key points, Star Coins, and even exposed hidden areas! As you begin each level, refer to the walkthrough section (shown here) and use the numbered points to learn about where you need to go and what items you need to get. The numbers on the map will correspond to the text below it, so be sure to read them as you go.



WALKTHROUGH
World One

World 1-1

1 Slow down, speedy! Before rushing across this spinning mound of earth, wait until the rotating mound reveals a pipe. Slide down the pipe to find an underground cavern with a P Switch and a small cache of riches.

Star Coin

2 Bust the block at Point 2, just above the sign with the arrow pointing up, and find your first Propellerhead power-up! After grabbing it and transforming into Propellerhead Mario, use your new soaring skills to fly straight up and grab your first Star Coin! Don't get accustomed to things being this easy, however. We're still in World 1-1, remember?

Red Ring Riches

3 As Propellerhead Mario, fly up onto the platforms high above the ground and leap through the Red Ring. When you do, it'll expose eight red coins that appear for a brief moment. Grab them all and claim your prize! If you don't get them all in time, you'll have to come back and try again after you've beaten this level.

Star Coin

4 The second Star Coin is hidden underground. Look for a hidden pipe embedded in the spinning mound of earth at Point 4. Wait for the mound to spin around and reveal the pipe (it can take quite a while), then slide down. Once you're underground, Wall-Jump from pipe to pipe until you reach the Star Coin!

5 Don't forget to grab the hidden 1-Up Mushroom inside a small alcove as you emerge from the underground cavern holding the second Star Coin. Before you exit to the right, out of the alcove, look up to find a brick block. Jump up to hit the bricks and collect your 1-Up Mushroom!

6 If you don't go down the pipe, stay on top of it and you'll find a hidden area with three 1-Up Mushrooms and a lot of coins!

Star Coin

7 The third Star Coin on this level is on a small platform high above the ground. Fly up there as Propellerhead Mario and grab it!

Toad-napped

8 Toad has been stuffed into the ? Block at Point 7! After freeing him from his cube prison, pick up your little buddy and tote Toad all the way to the end of the level.

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Tip, Note, and Caution Boxes

Scattered throughout this guide are several small boxes. Each of them has its own distinct purpose. While some boxes are more important than others, all of them are meant to help you get the most out of your adventure with Mario!

Tip

These Tip boxes are always full of helpful bits of information. Whether it is pointing out a secret room with several extra coins or an alternate route to a second ending, these Tip boxes make you a better explorer, a more confident adventurer, and a more efficient hero for the lovely Princess.

Note

Unlike Tip boxes, Note boxes don't exactly help you, but they do shed light on your journey. Sometimes it's neat information about the game; other times the Note box may enlighten you about this guide. Since Note boxes don't make you a better hero, they can safely be skipped if you wish.

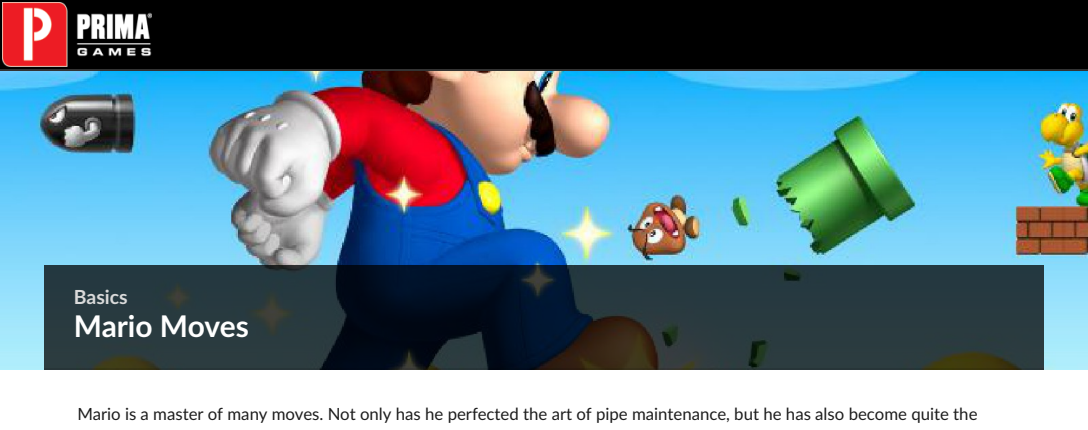
Caution

Even if you choose to skip Note boxes or Tip boxes, be sure to read Caution boxes. The sole purpose of a Caution box is to keep you alive! Caution boxes will often tell you about a particular danger or tough enemy, so always keep your eyes open for these!

Red Riches and Star Coins!

While Tips, Notes, and Cautions are scattered across this guide, Red Rings and Star Coins are scattered all over all nine worlds! Some can be found easily because they're in plain sight. Others require you to explore nearly every nook and cranny to find them. Luckily, we've already done the leg work for you so that all you need to concentrate on is rescuing Princess Peach!

As you read the walkthrough, use the Red Riches and Star Coin sections to locate Red Rings and Star Coins in each level. Not only will we show you where they are, we'll also show you how to reach them!



Basics

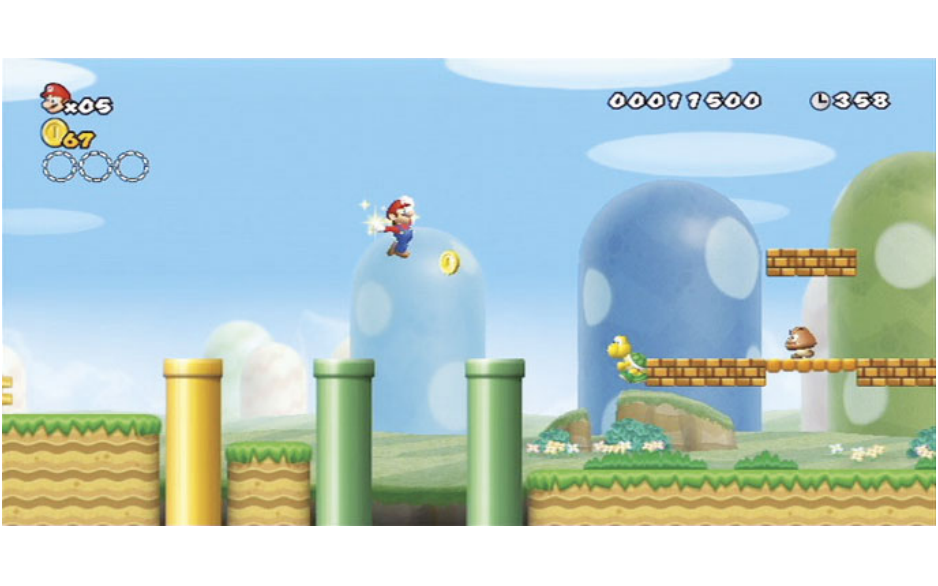
Mario Moves

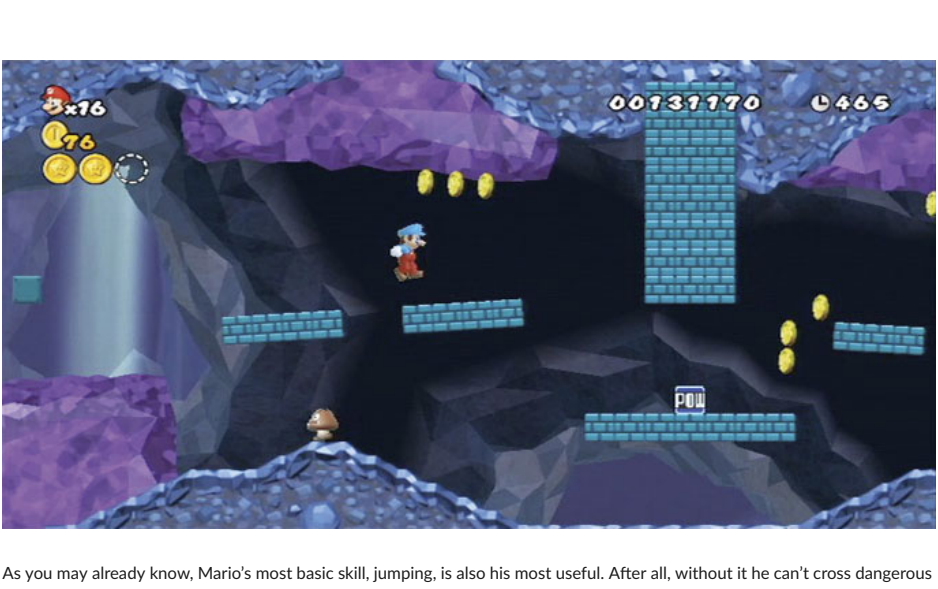
Mario is a master of many moves. Not only has he perfected the art of pipe maintenance, but he has also become quite the unexpected acrobat! He is capable of jumping great distances, sliding with great speed, and even swinging around on vines!

It's almost as if he learns a new skill during each adventure! The following pages detail all of Mario's extraordinary skills!

The Basics

Jumping





As you may already know, Mario's most basic skill, jumping, is also his most useful. After all, without it he can't cross dangerous chasms, avoid deadly obstacles, or more importantly, eliminate enemies. In fact, jumping is so much a part of Mario's arsenal, you'll do it regularly.

Chances are, if you're not running, then you're jumping. The distance you jump depends on the amount of pressure you put on the Jump button. If you want to gingerly hop up and cross a small gap while avoiding a hazard overhead, then lightly tap the Jump button to skip over the gap.

If you need to jump higher to avoid a tall obstacle, press down all the way on the Jump button. Similarly, you can jump shorter or longer distances depending on the speed you're moving when you jump. To cross wide gaps, run at full speed and then jump at the very last second.

The same goes for short distances: To cross over a small gap and not overshoot your landing area, run at normal speed and jump toward your destination. While in midair, you can also press left or right to shift your momentum and redirect your jump.

Caution

The faster you're going when you jump, the farther you'll slide when you land! If you don't want to slide directly into an enemy or down a gap, then watch your speed before you leap!

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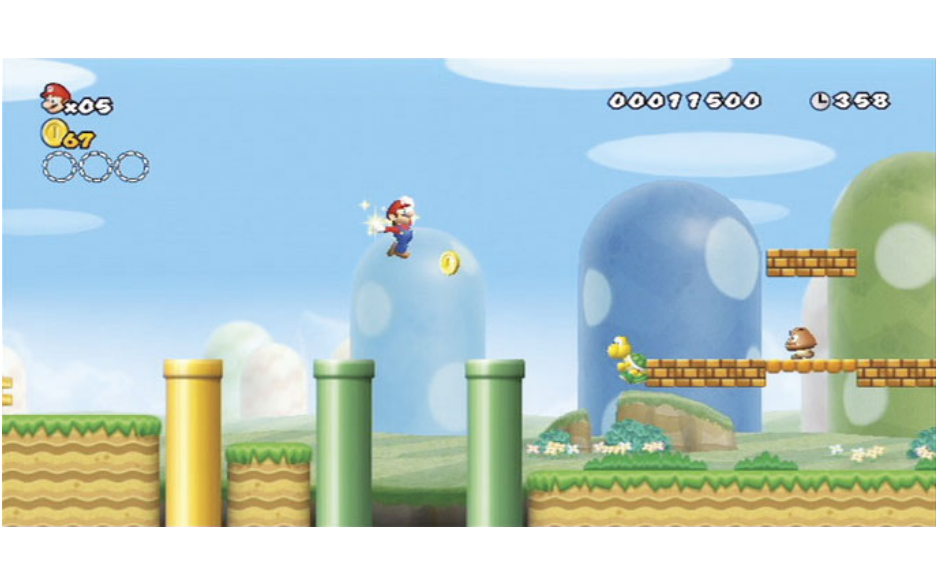

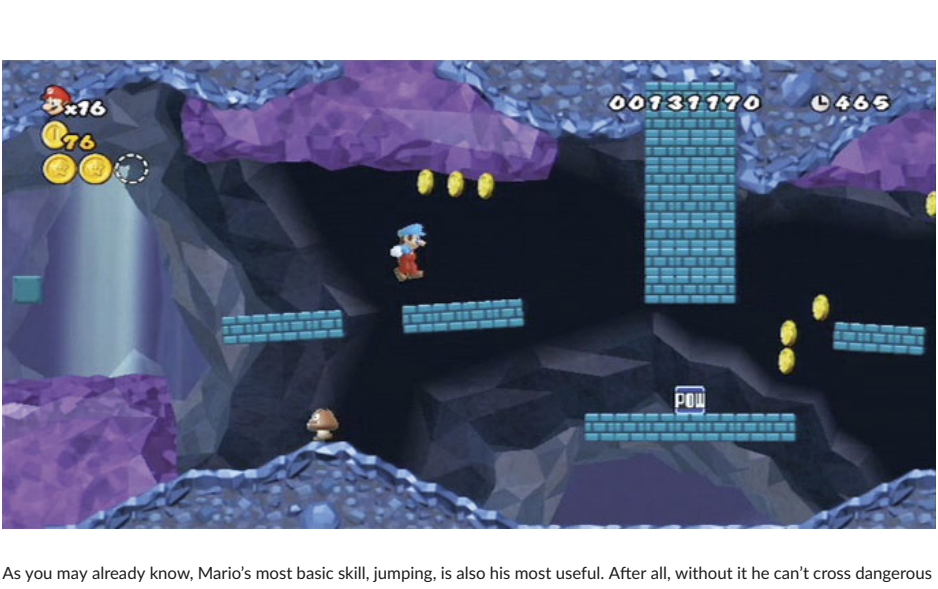

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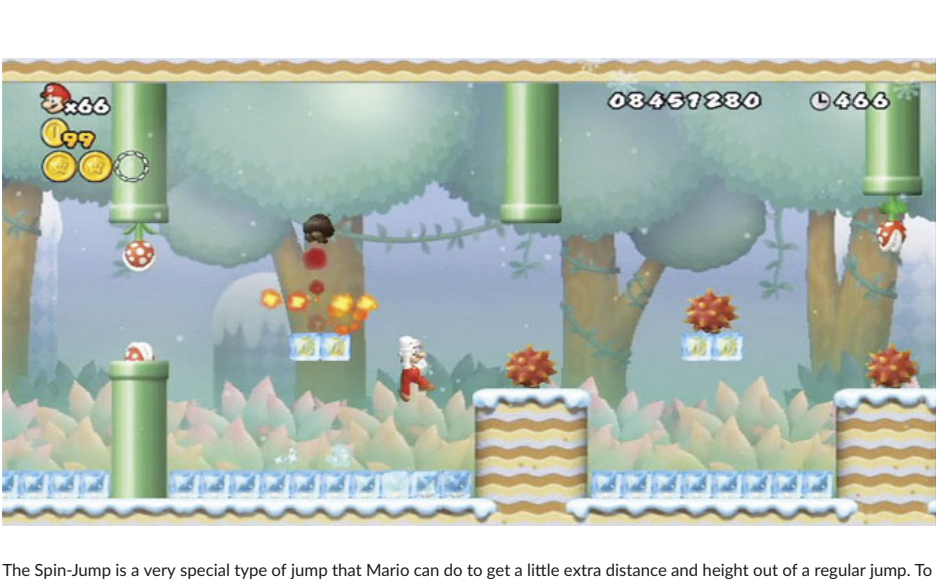
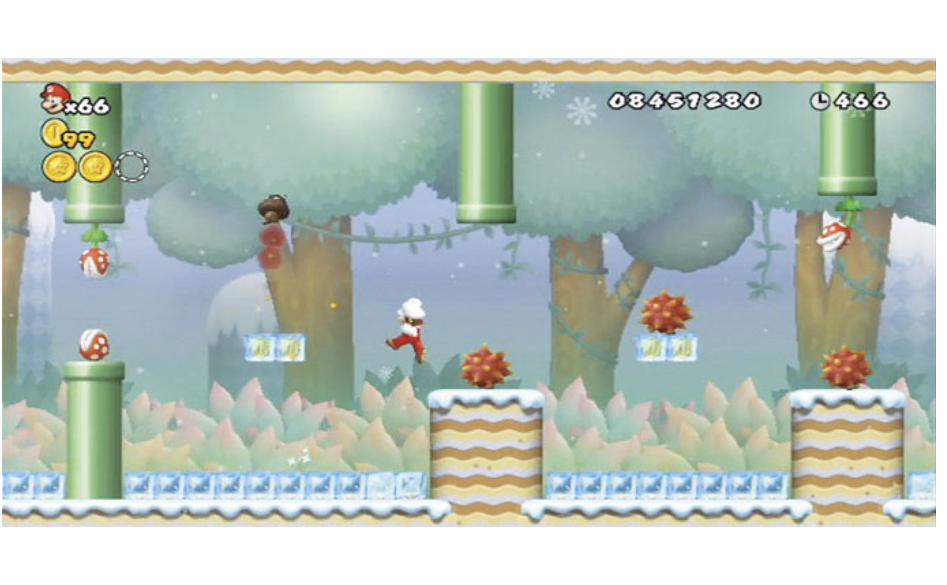
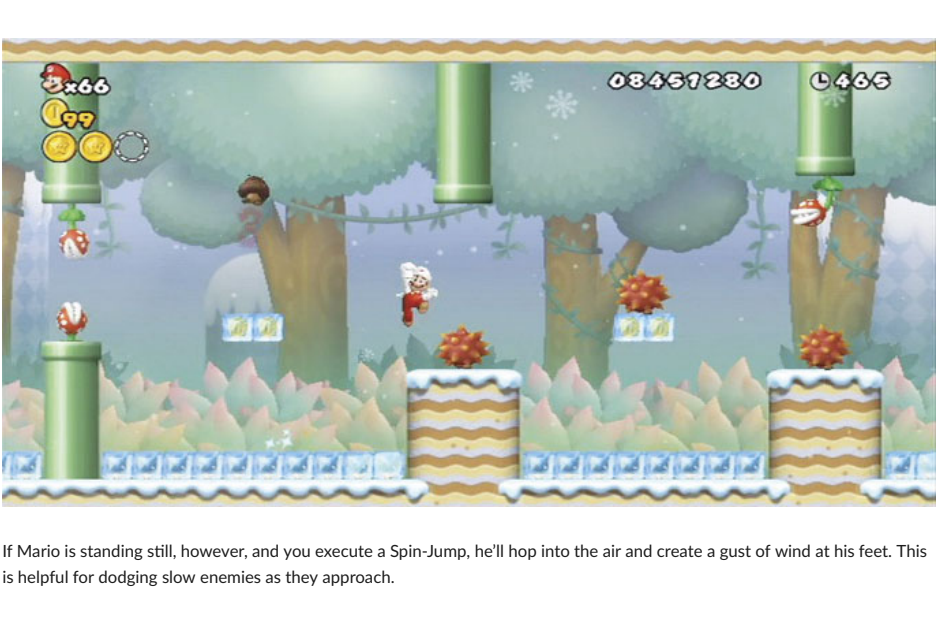
Spin-Jumping



The Spin-Jump is a very special type of jump that Mario can do to get a little extra distance and height out of a regular jump. To Spin-Jump, simply shake the Wii Remote. This will cause Mario to hop into the air slightly, spin his arms around like a helicopter, and hover over the area.

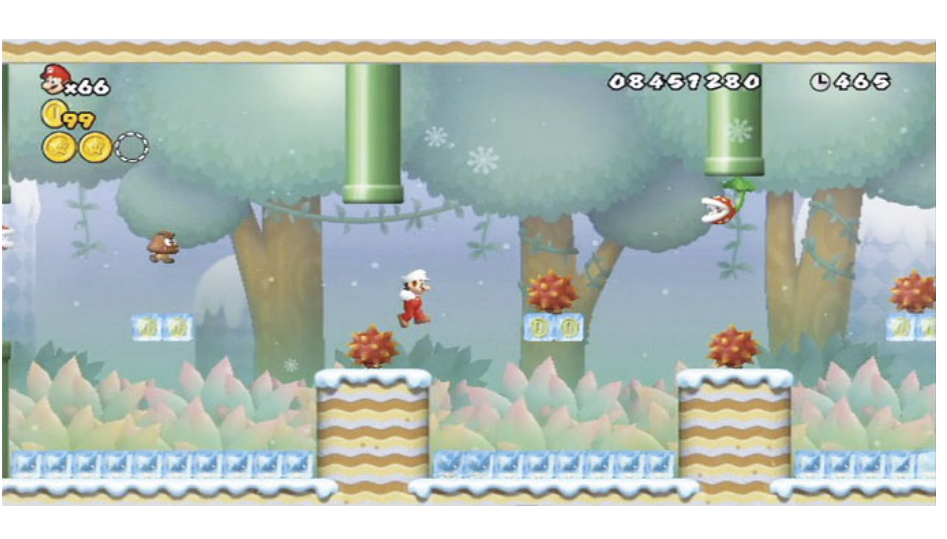
If you execute this maneuver while in mid-jump, you'll also get a bit more out of your jump, which can allow you to clear tall obstacles that you couldn't otherwise clear—even with a maximum jump.





If Mario is standing still, however, and you execute a Spin-Jump, he'll hop into the air and create a gust of wind at his feet. This is helpful for dodging slow enemies as they approach.

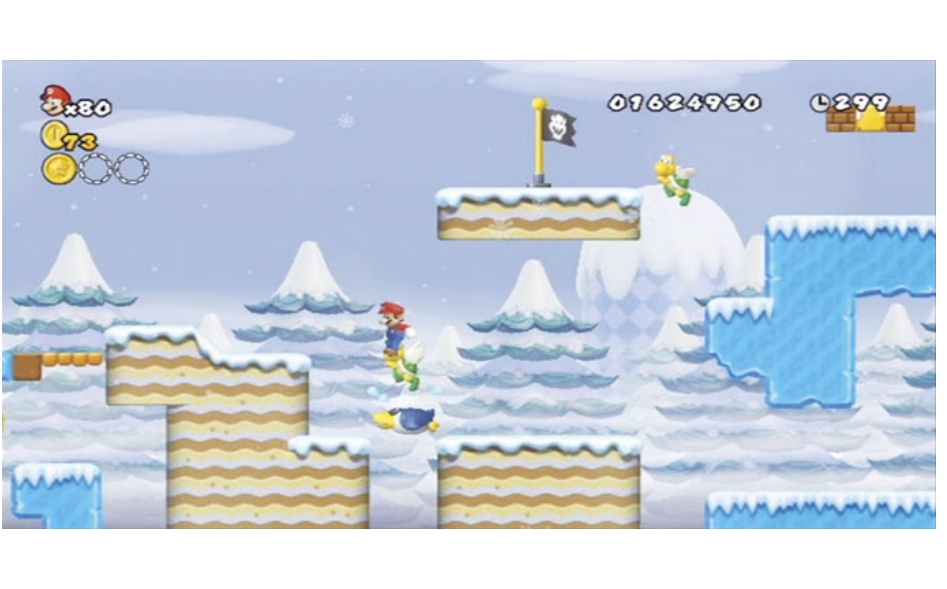
If you need to jump over an enemy as it comes toward you, but you don't want to jump forward, Spin-Jump over it! Better still, if you're Fire Mario, Ice Mario, or Penguin Suit Mario, you'll shoot fireballs or snowballs! While wearing the Propellerhead power-up, you'll zip high into the air after a Spin-Jump.

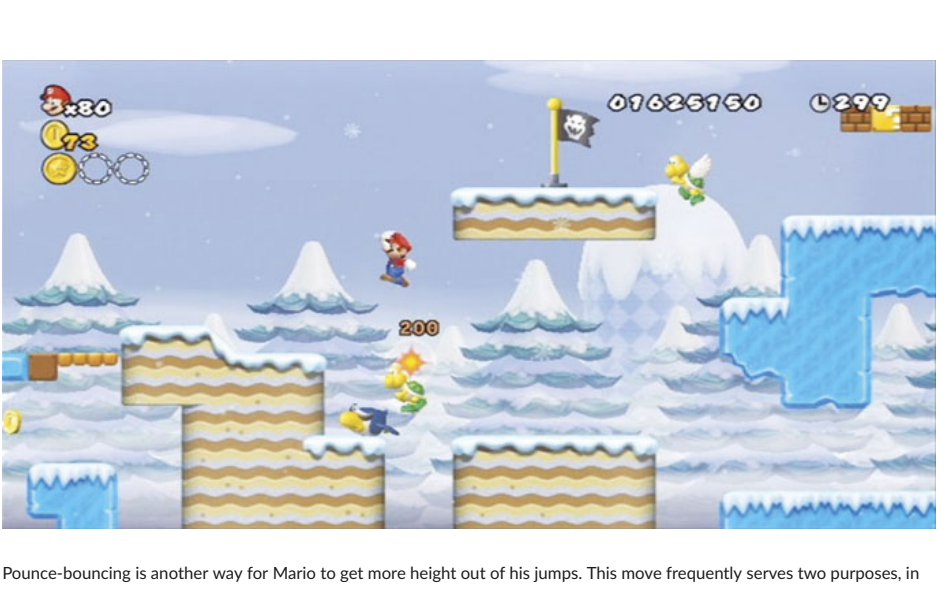


Tip

Execute a Spin-Jump over a flower to knock out one extra coin from every flower!

Pounce-Bouncing





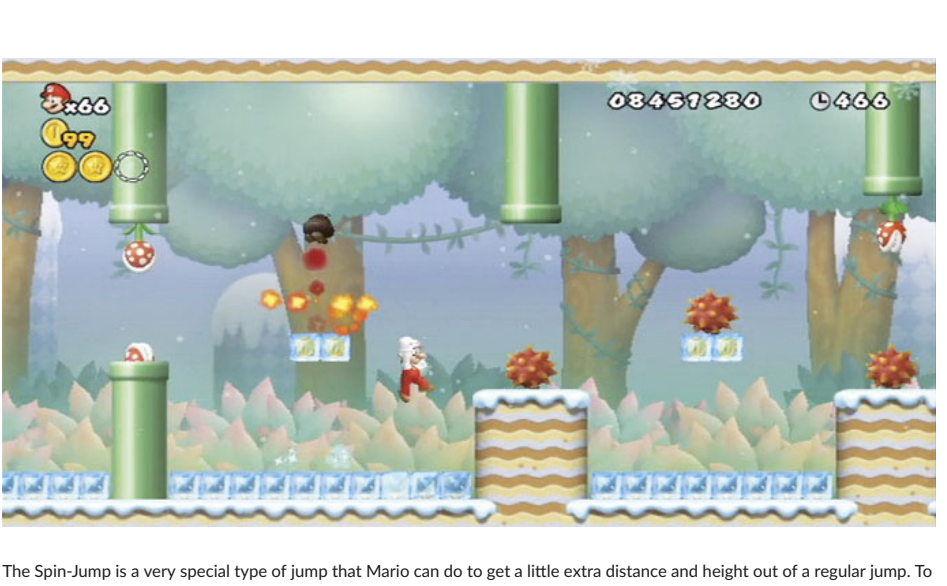
Pounce-bouncing is another way for Mario to get more height out of his jumps. This move frequently serves two purposes, in fact. If the enemy you bounce off is vulnerable to jump attacks from above, then you can destroy the enemy while using it to get extra height from your bounce.

To do so, jump onto an enemy's top, then hit the Jump button a second time as you bounce off the enemy. If you time it right, you'll jump extra high off the bounce!

Tip

You can also Pounce-Bounce while riding Yoshi!

Spin-Jumping



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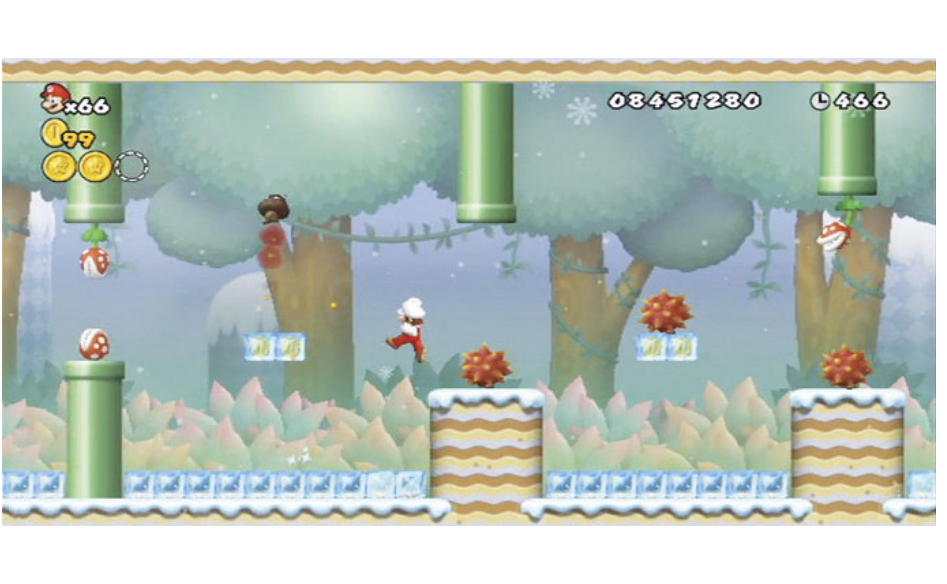

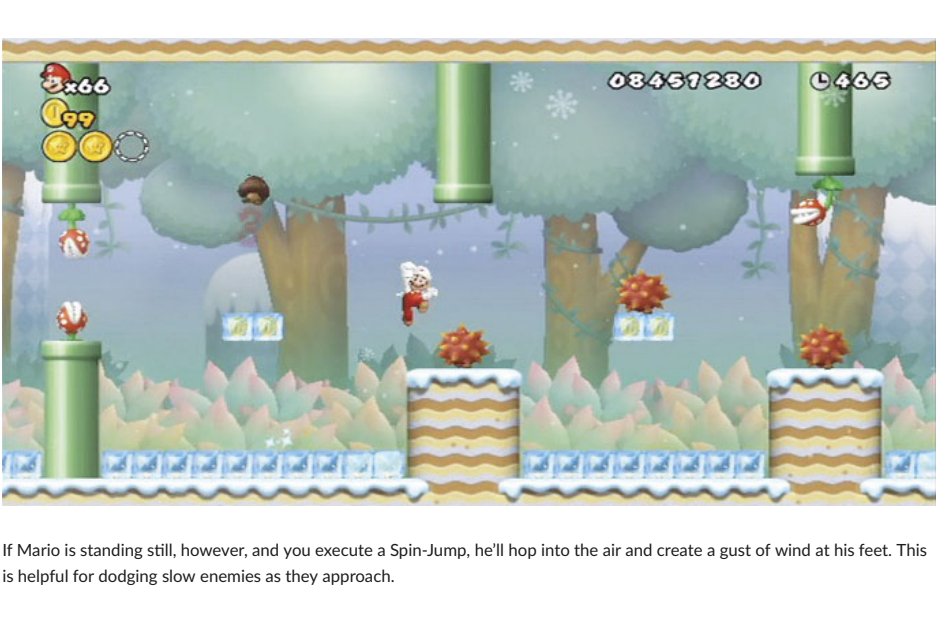

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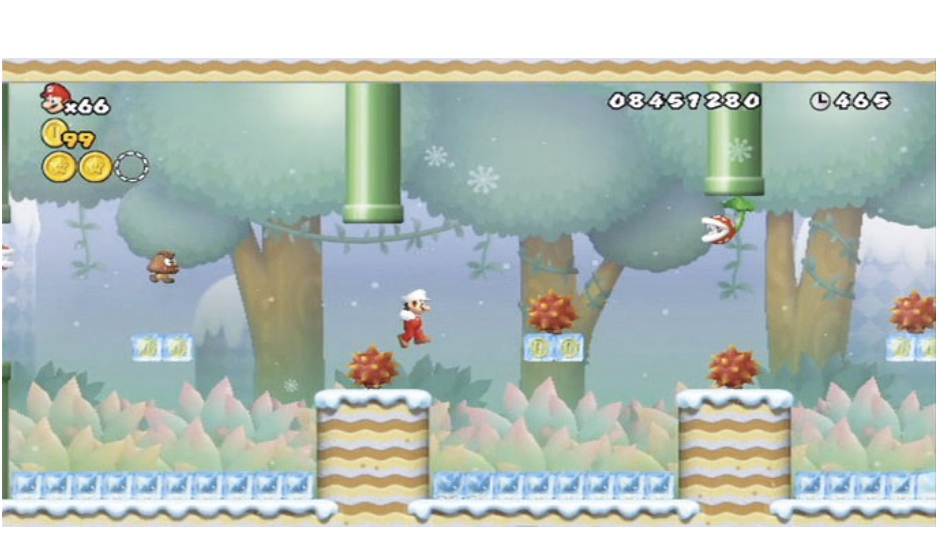

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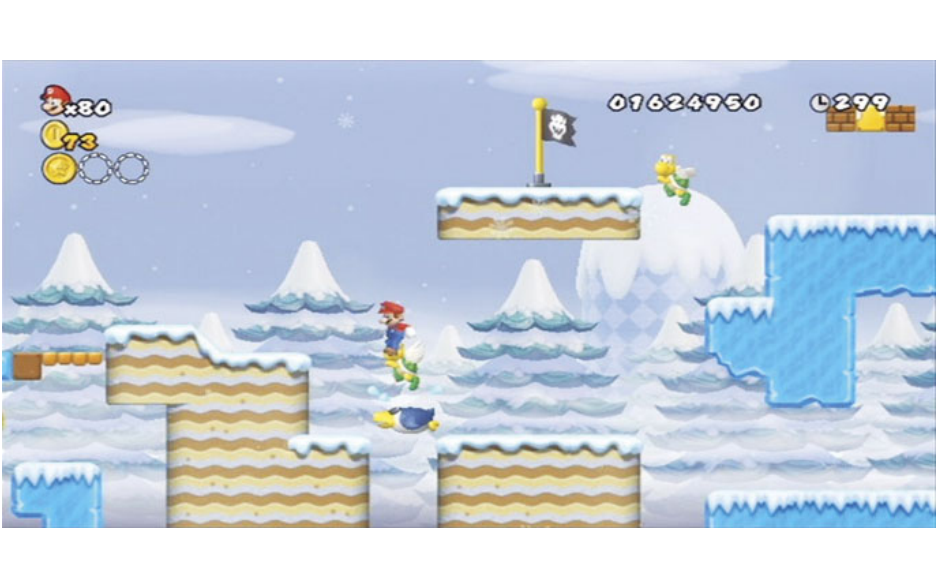

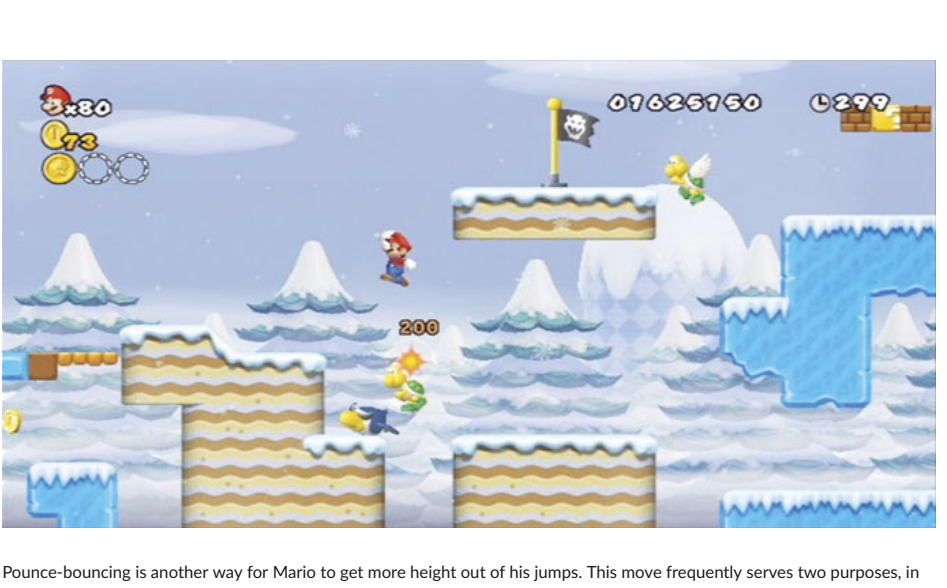

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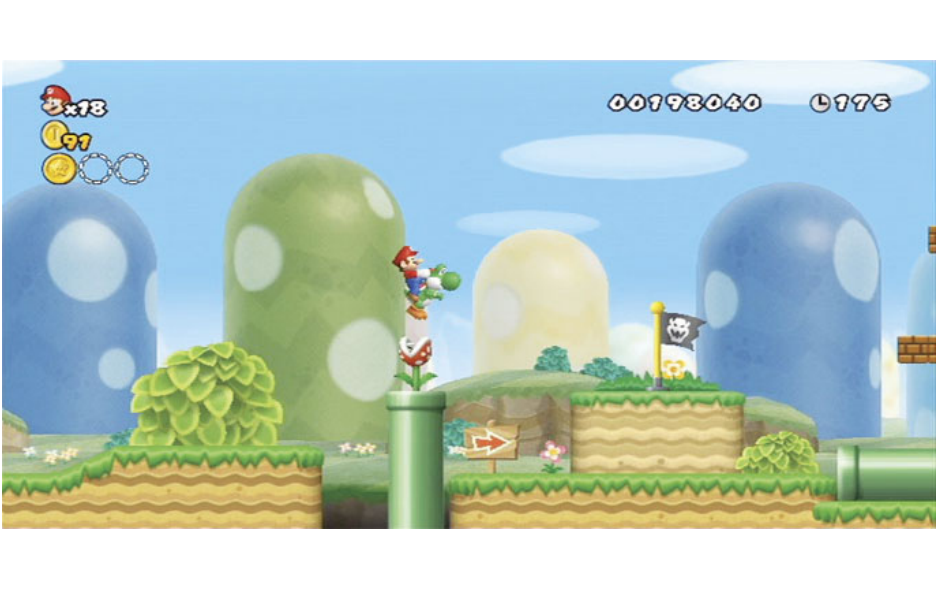
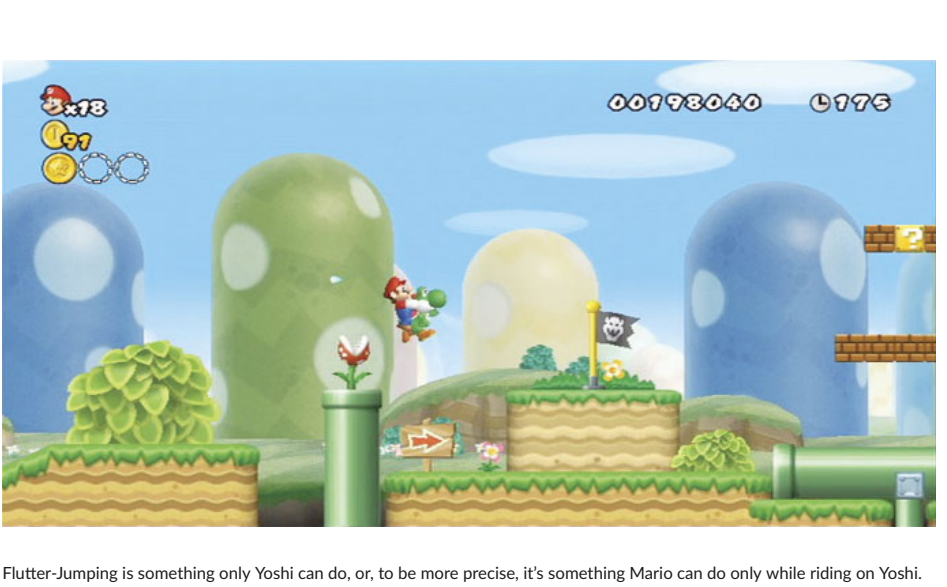
Flutter-Jumping





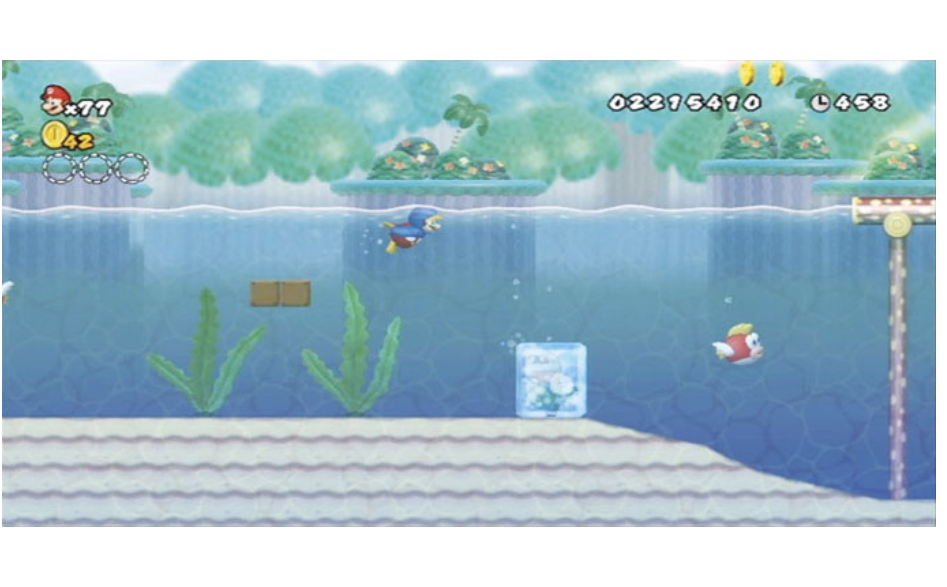
Flutter-Jumping is something only Yoshi can do, or, to be more precise, it's something Mario can do only while riding on Yoshi. Flutter-Jumping is a way to get extra distance and height in midair while riding Yoshi.

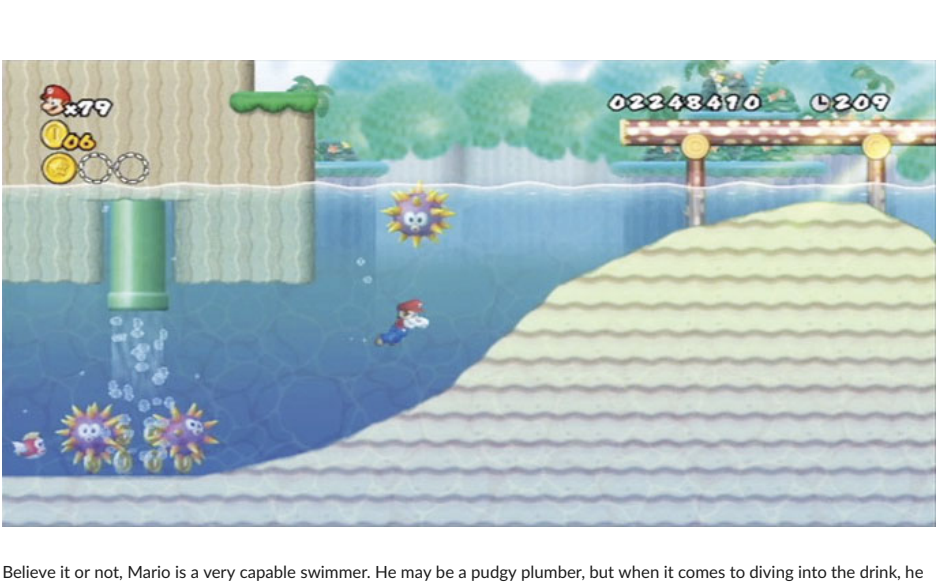
After jumping, hold the Jump button and Yoshi will quickly kick his feet and create just enough push to flutter up a bit higher. The result is a short flutter that extends the leap longer than normal

Tip

The Flutter-Jump has a very distinct pattern, so be sure to take this into consideration when trying to reach ledges or enemies, or to clear gaps.

Swimming





Believe it or not, Mario is a very capable swimmer. He may be a pudgy plumber, but when it comes to diving into the drink, he might as well be an Olympic athlete. While underwater, Mario can hold his breath indefinitely. But just because he can swim like a fish, it doesn't mean he's a friend to all pesky pisces.

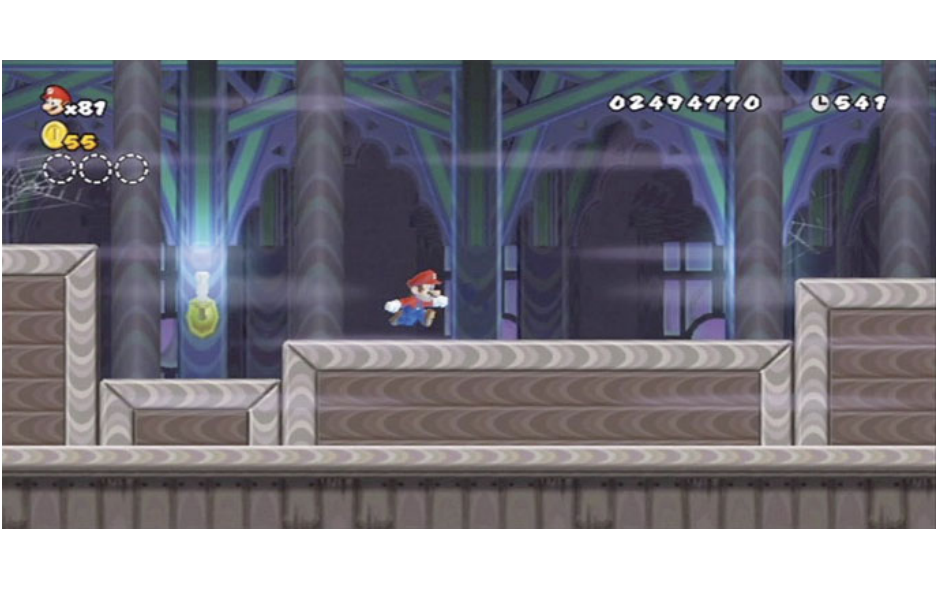
Unfortunately for Mario, he's extremely vulnerable underwater. While swimming he loses the ability to jump, and as a result, he can't bounce on enemies' heads to dispatch them. The only way to defeat underwater enemies is to use power-ups such as the Fire Flower, Ice Flower, Penguin Suit, or Star.

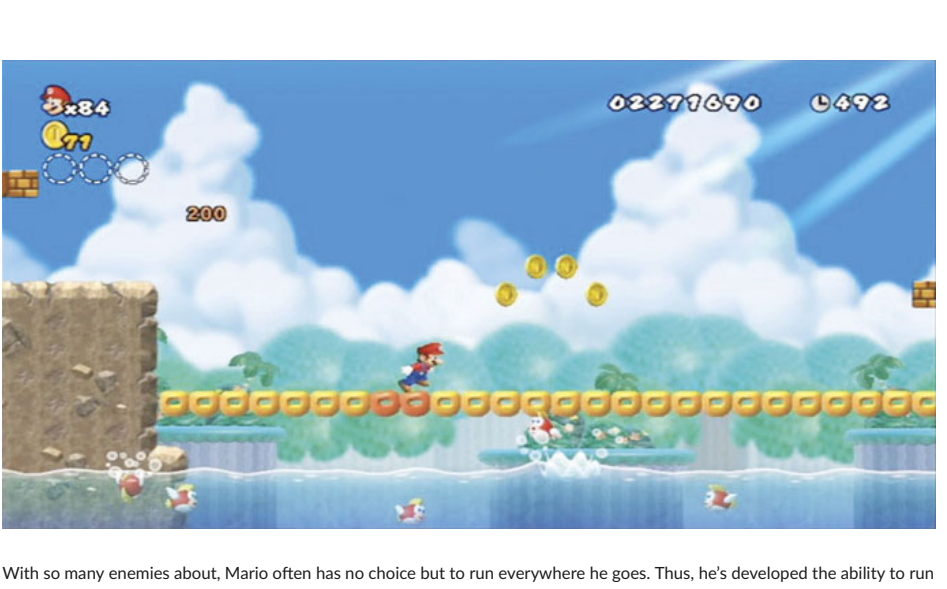
Mario can also destroy water-based enemies by throwing things at them, but this can only be done while Mario is outside the water. Once he's submerged, Mario can't pick up objects to toss them again.

Mario is very buoyant, which makes him less agile underwater. As he swims, he'll propel himself up and forward with each stroke. Keep this in mind as you swim through a level and you'll safely dodge enemies, obstacles, and other dangerous objects in your way.

The only way to make Mario an agile swimmer is to use the Penguin Suit. This power-up allows Mario to swim straight in any direction with precision and completely removes the "bounciness" from Mario's stroke. The Penguin Suit also makes him a faster swimmer!

Running and Dashing





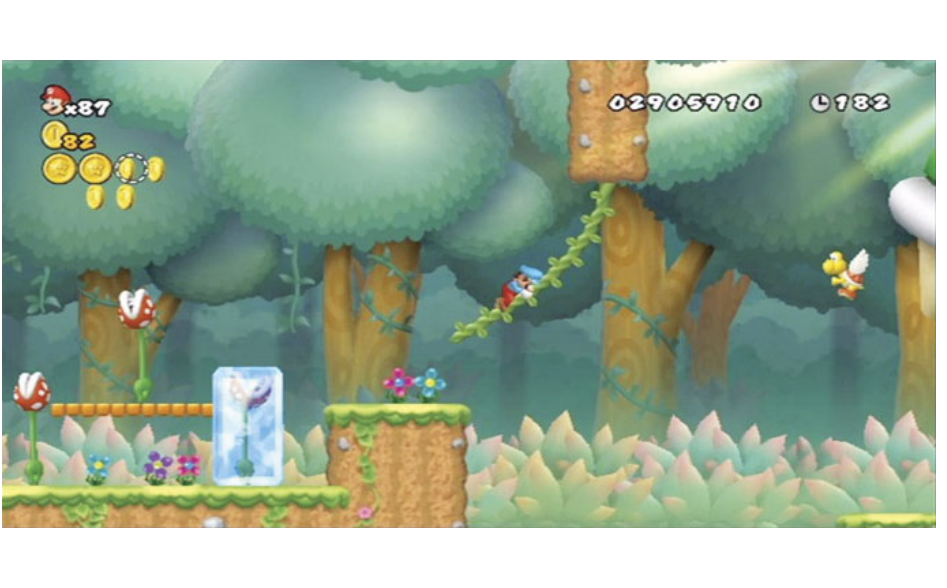
With so many enemies about, Mario often has no choice but to run everywhere he goes. Thus, he's developed the ability to run at full speed and dash over small gaps! When running through a level, Mario maintains a surprising speed.

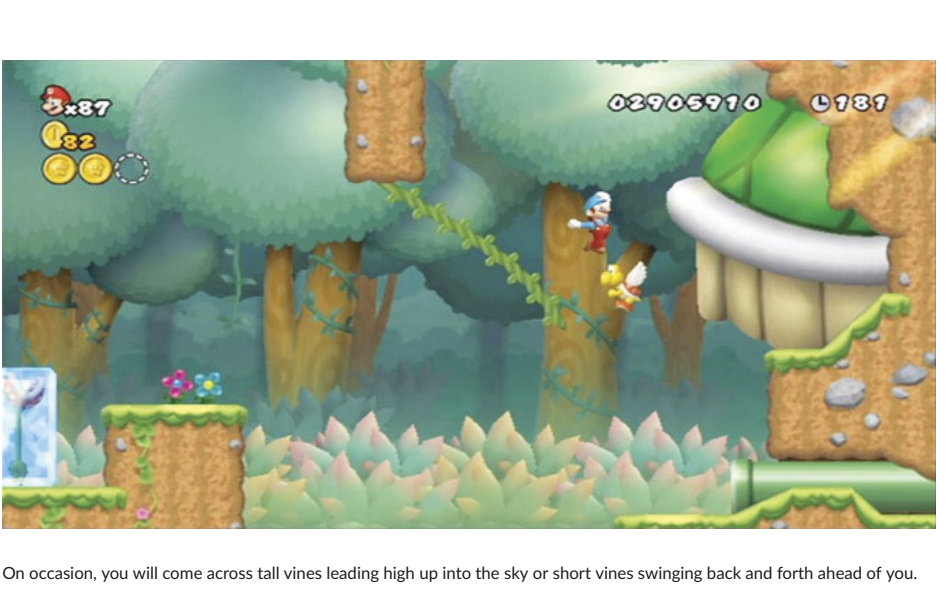
But if you hold down the Jump button while Mario is running, he'll hit top speed almost instantly and dash straight ahead! While dashing, Mario is lighter on his feet, which allows him to cross small gaps without falling into them and to cross unstable platforms without causing them to fall.

Tip

As Mini Mario, you can dash across the surface of the water!

Swinging and Climbing

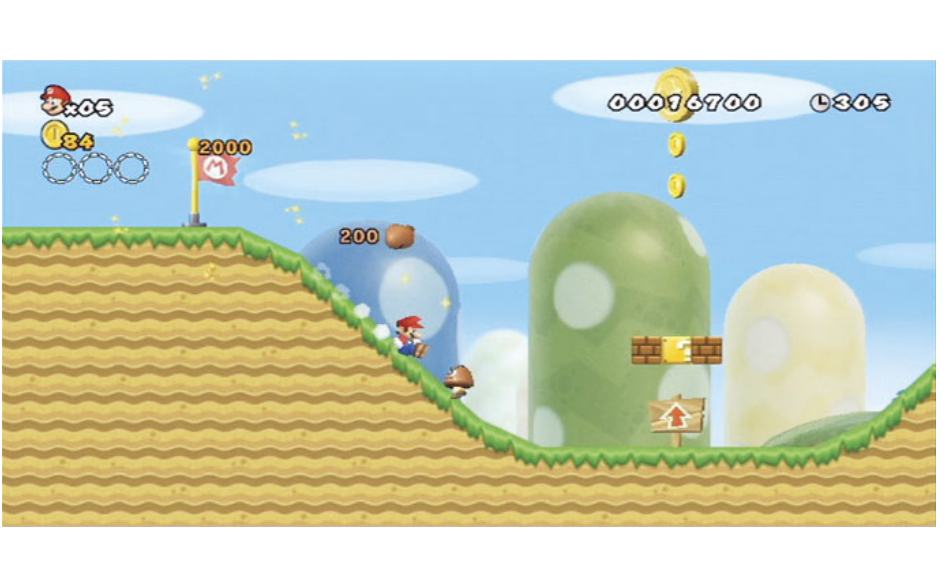


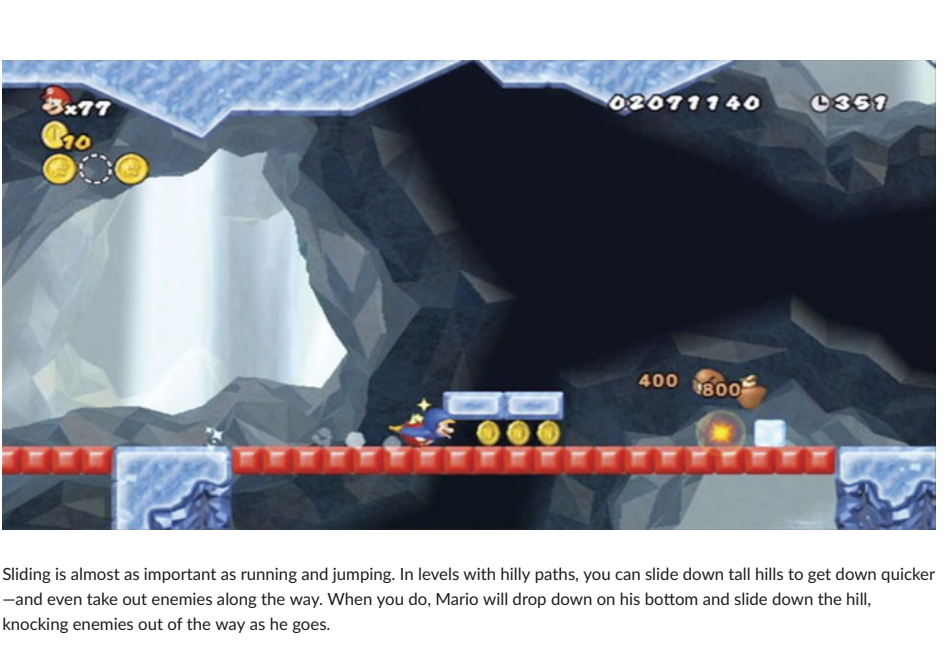


On occasion, you will come across tall vines leading high up into the sky or short vines swinging back and forth ahead of you.

Leap onto the vines to grab on! Press up on the +Control Pad to climb up and down the vines, or, if the vine is swinging, you can leap off the vine to reach a distant location, another vine, or just to dodge an obstacle or enemy. If you come across several swinging vines, wait until the vine you're on swings toward the next vine, then jump off and grab onto the next.

Sliding





Sliding is almost as important as running and jumping. In levels with hilly paths, you can slide down tall hills to get down quicker—and even take out enemies along the way. When you do, Mario will drop down on his bottom and slide down the hill, knocking enemies out of the way as he goes.

Not all enemies are vulnerable to sliding attacks, however. Enemies like the Piranha Plant, Pokeys, and other tough enemies will still inflict damage if you touch them, so don't. Goombas, green Koopas, and other lesser enemies, however, will go down with ease.

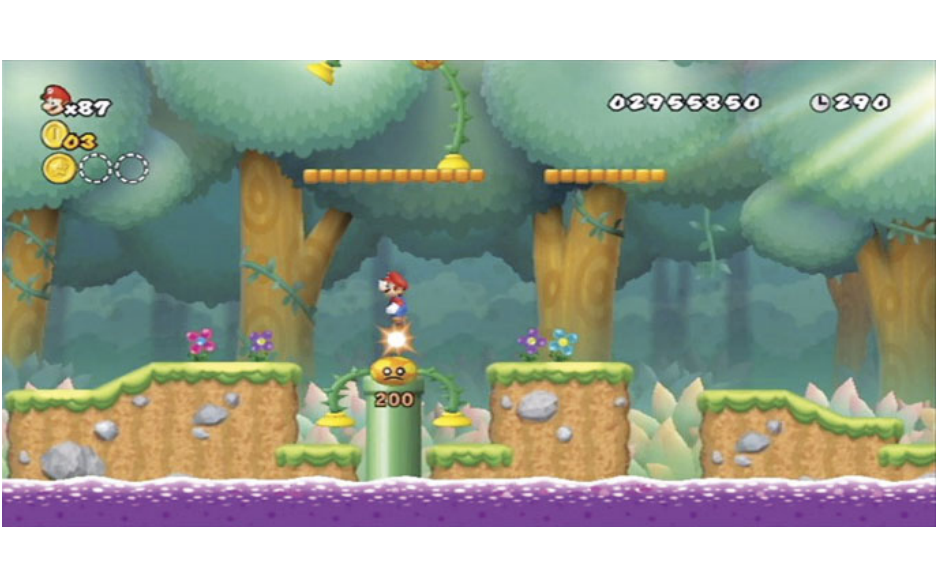
Another method of sliding is to use the Penguin Suit on snowy or icy levels. Get a running start, then press down on the +Control Pad to begin sliding on your stomach. As you do, you'll spear enemies in your way with your suit's beak!

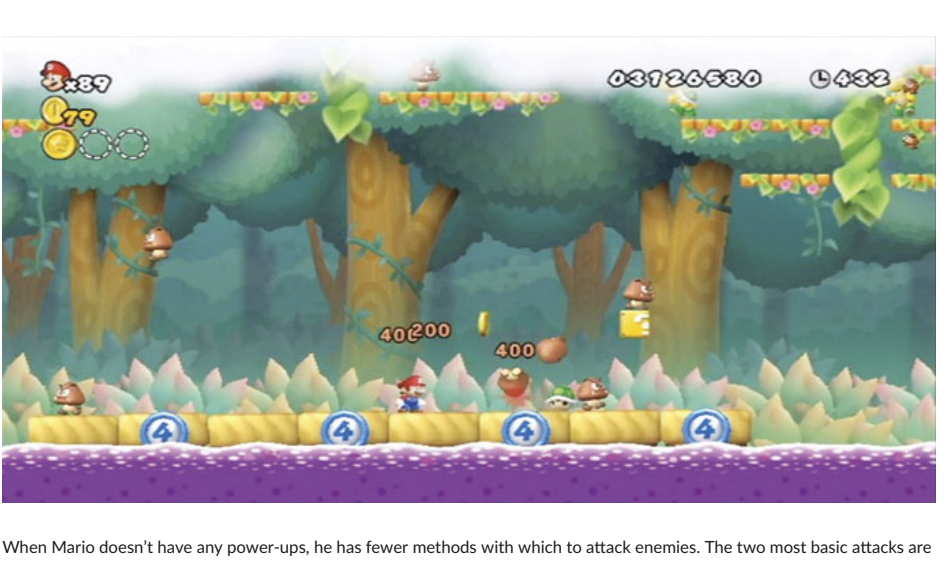
Tip

You don't have to have a special suit or be on a hill to execute a short slide, however. All you need to do is get a running start, then quickly press down to duck.

When you do, you'll drop down, grab your knees, and slide for a very short time. This will allow you to slide under gaps in walls to find hidden areas!

Attacking





When Mario doesn't have any power-ups, he has fewer methods with which to attack enemies. The two most basic attacks are jumping and tossing objects. The most common way Mario will eliminate enemies is to either jump on top of them or to hit them from below by jumping and hitting the block the enemy is walking on.

You can string together a series of jumps as you bounce from one enemy's head to another's and take out multiple enemies without ever touching the ground. Be careful, though. Some enemies can still harm you if you mistime your attack. Hammer Bros., for example, can toss a hammer at you before you're able to reach them.

If you come across an enemy that is walking on blocks overhead, you can jump up from below and knock the enemy away by hitting the block it's walking on. This is usually the safest method of removing enemies since they are above you and can't attack you easily.

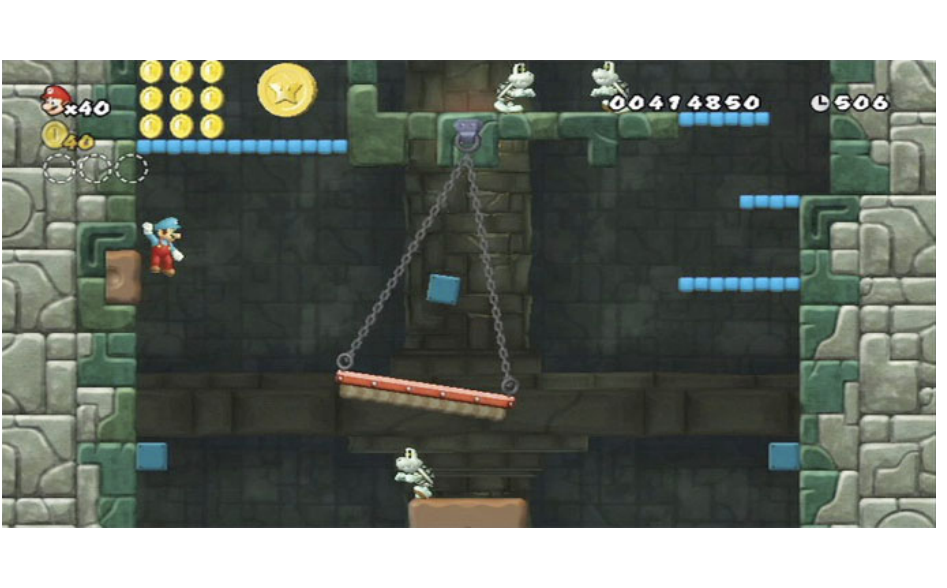
The other method for taking out enemies when you don't have any power-ups is to use nearby objects and even other enemies as projectiles. Jump onto a Koopa's head to knock it into its shell, then grab the shell and toss it ahead of you to create an instant weapon!

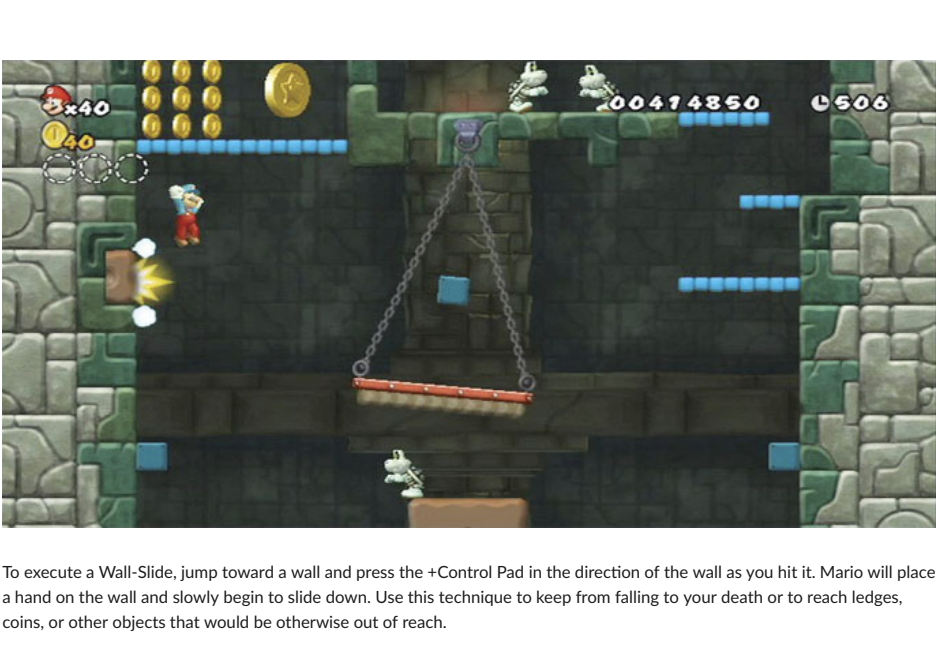
This also works with frozen enemies, certain special blocks, and even explosive Bob-ombs!

Advanced Plumber Techniques

Now that you've mastered the basics, take a moment to learn some more of Mario's many maneuvers. These tricks and techniques are slightly more advanced and require more button presses and precise timing.

Wall-Sliding and Wall-Jumping



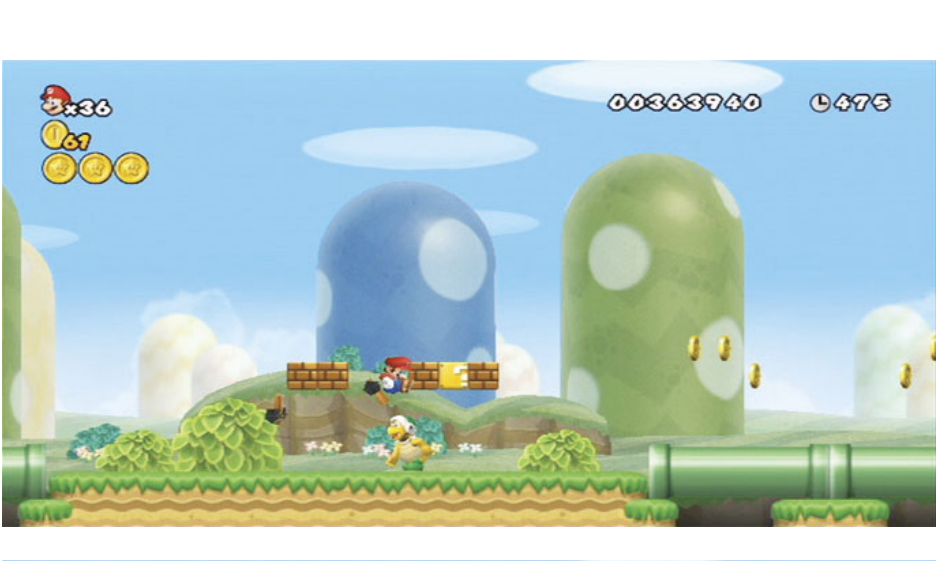


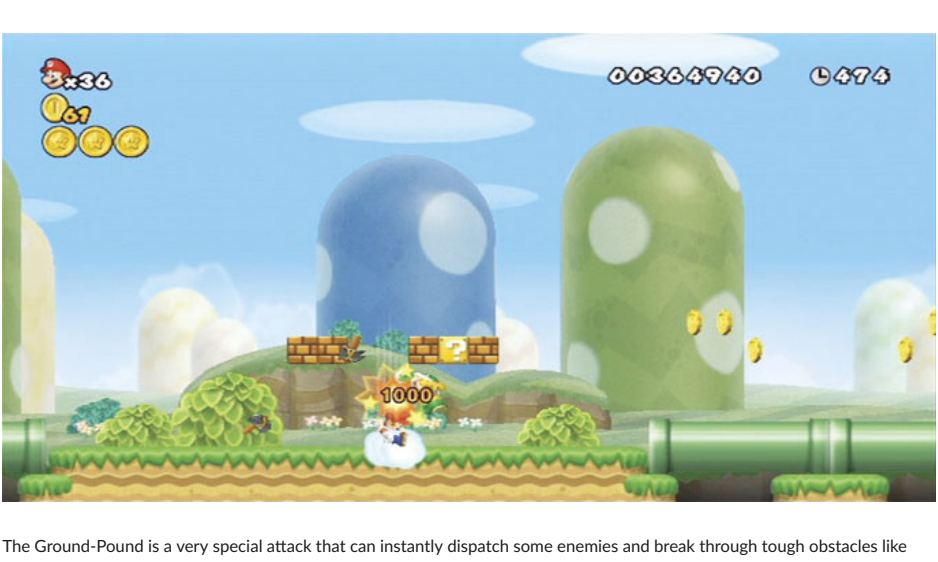
To execute a Wall-Slide, jump toward a wall and press the +Control Pad in the direction of the wall as you hit it. Mario will place a hand on the wall and slowly begin to slide down. Use this technique to keep from falling to your death or to reach ledges, coins, or other objects that would be otherwise out of reach.

Not only can Mario slide down walls, he can also jump off them to reach high ledges. As you slide down, execute a Wall-Jump by pressing the Jump button. Mario will kick off the wall and leap up into the air, away from the wall.

If you are sliding down a long gap where the two walls are close to each other, you can also execute several successive Wall-Jumps, zigzagging back and forth between the walls as you Wall-Jump all the way up!

Ground-Pounding

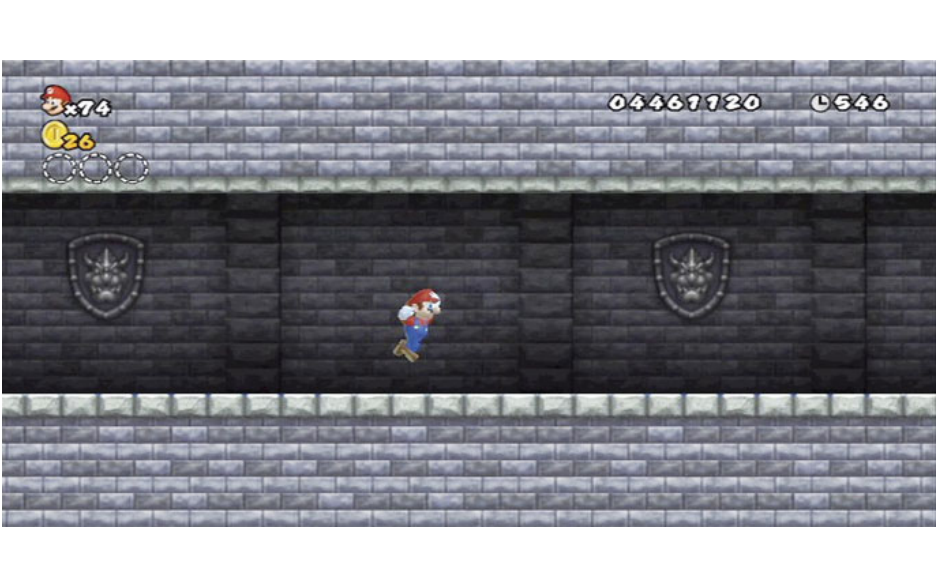


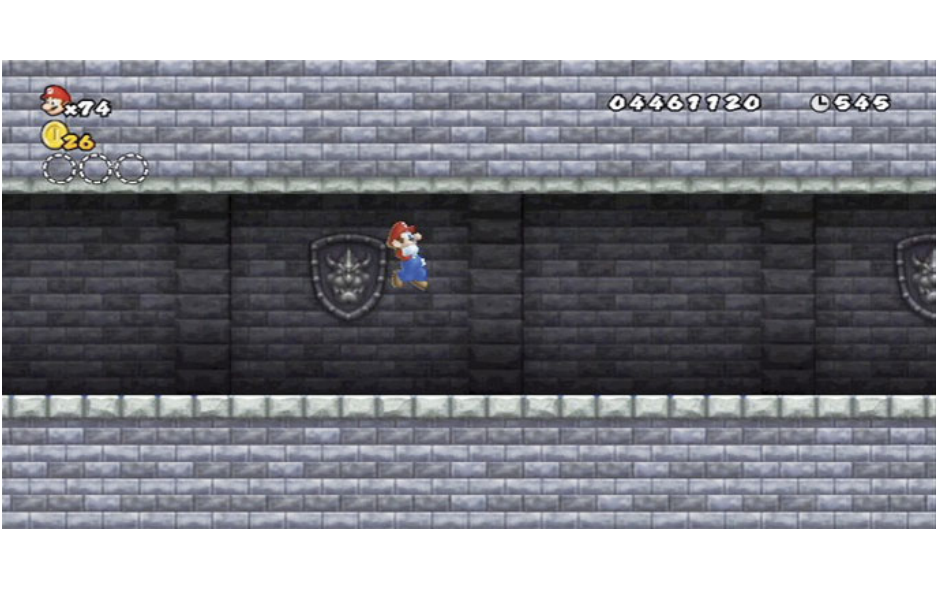


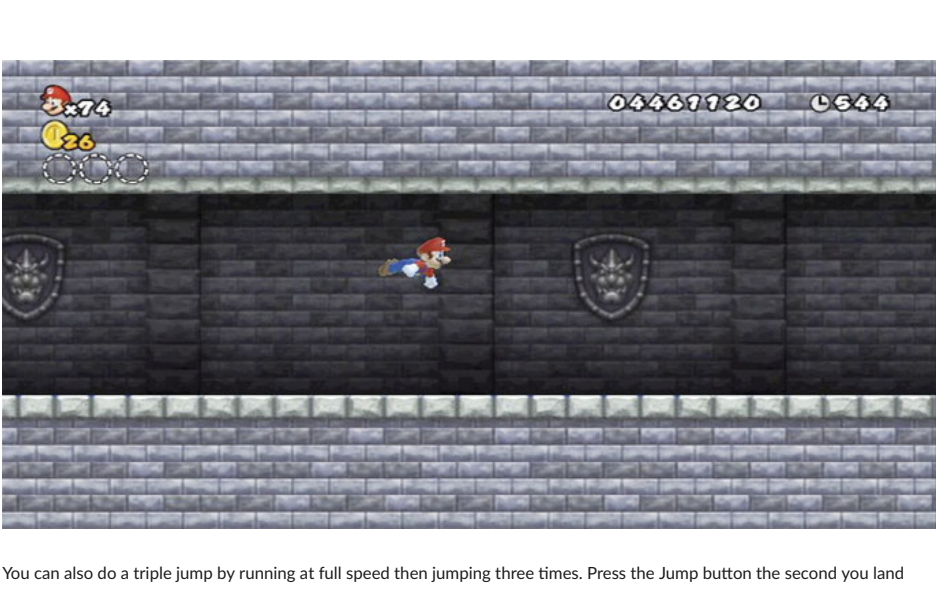
The Ground-Pound is a very special attack that can instantly dispatch some enemies and break through tough obstacles like crates and bricks! To Groud-Pound, jump into the air, then press down on the +Control Pad to come down with all your weight.

If you hold down, you can continue to break through bricks indefinitely or knock all of the coins out of a Coin Block. If an object has a hidden item in it, like a power-up, you'll also knock the item out when the object breaks.

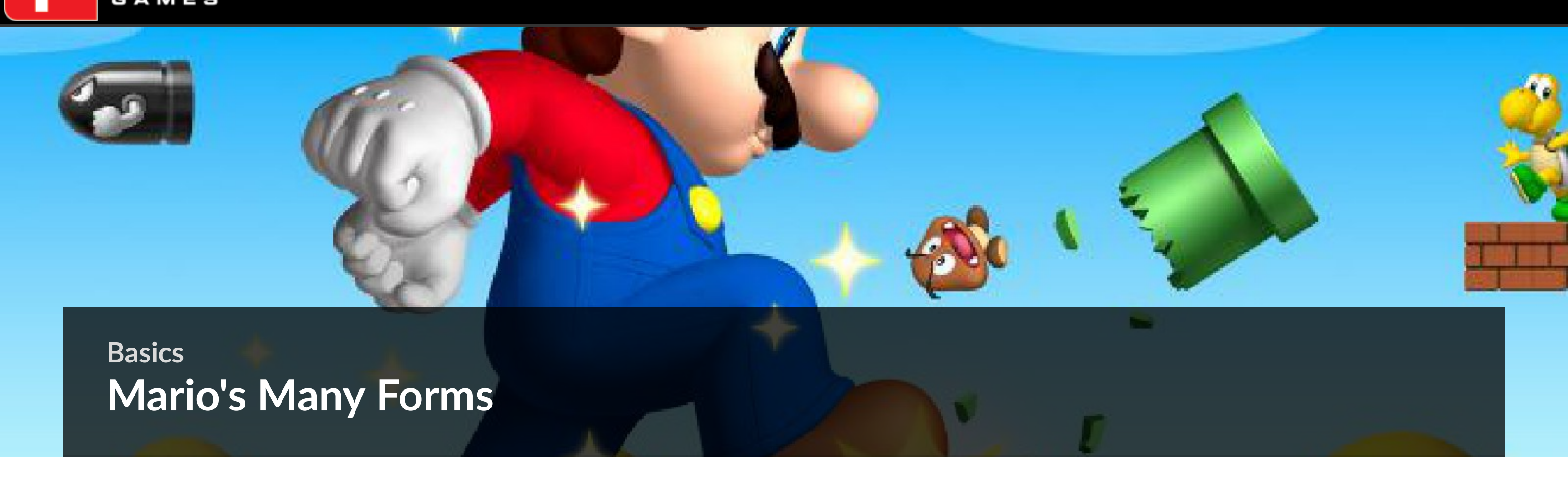
Triple Jumping







You can also do a triple jump by running at full speed then jumping three times. Press the Jump button the second you land from your previous jump and you'll finish your triple jump with an extra long flip!



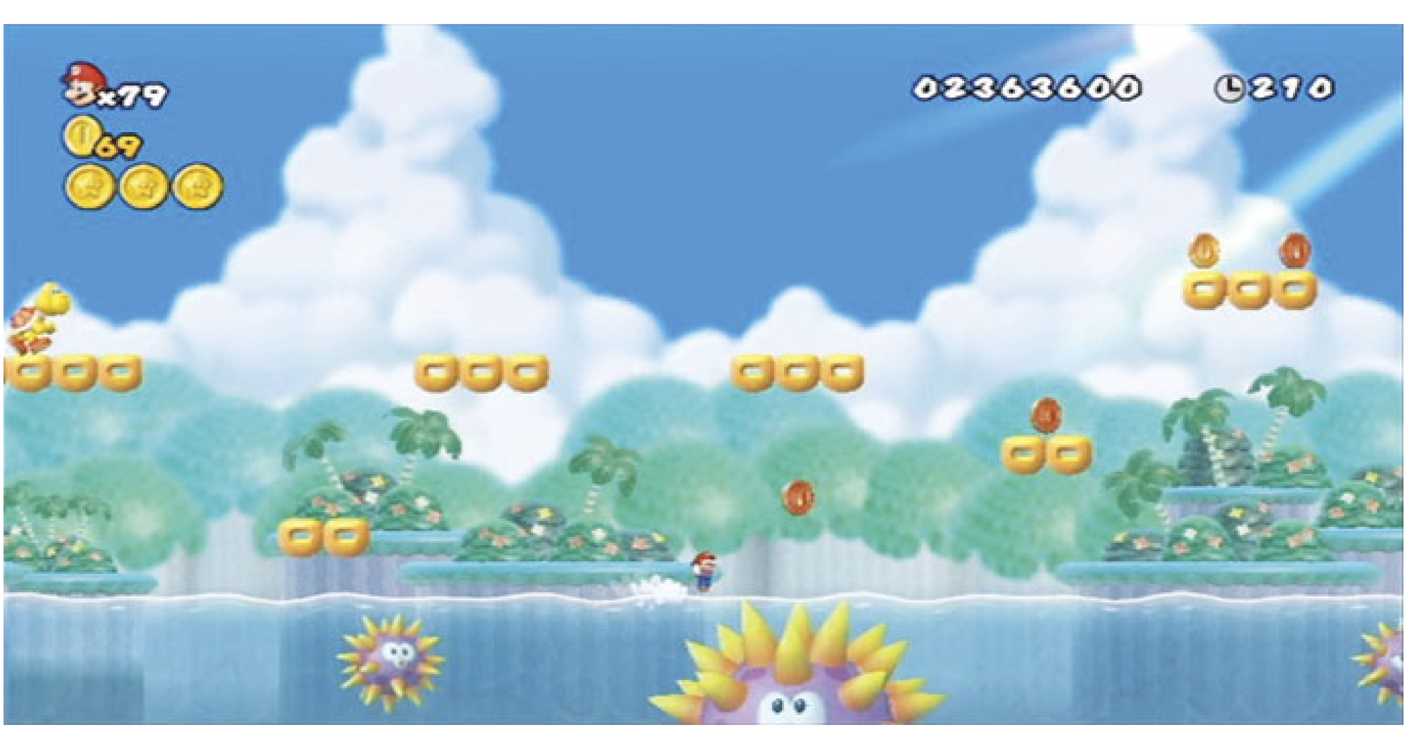
Basics

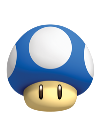
Mario's Many Forms

Mario wears many hats. At his core, he is always heroic plumber Mario. But depending on what power-up he may find, he'll don a special suit that allows him to do a variety of things other plumbers can't do!

Small, Medium, or Large?

Mini Mario



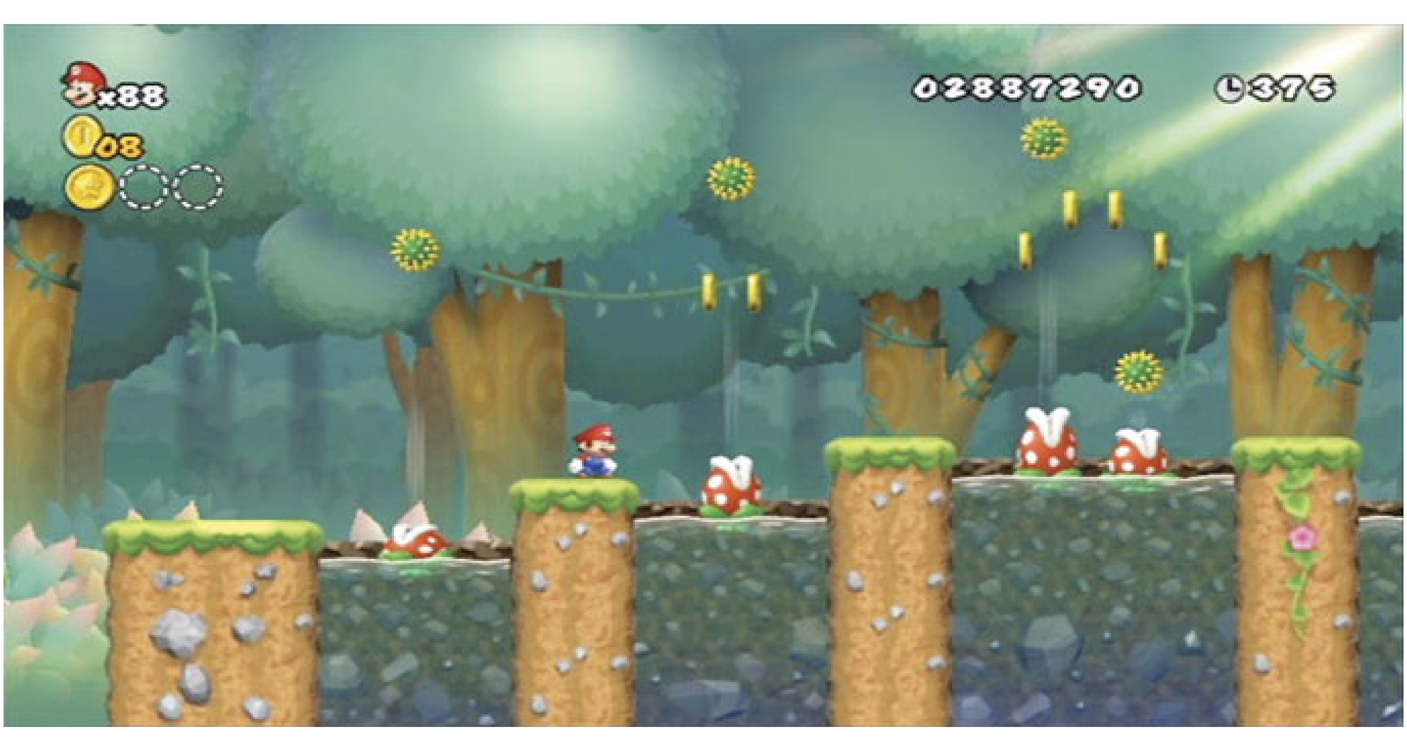


Don't confuse Mini Mario with regular Mario. After grabbing the Mini Mushroom, Mario shrinks dramatically in size. Shrinking allows him to get into smaller pipes, run on water, and get long hang-time while jumping! In his miniaturized size, Mario won't pose as much of a threat to most enemies, but he will be able to safely traverse shaky platforms and even Ground-Pound certain enemies into oblivion! But be careful; take one hit and Mini Mario is no more!

Note

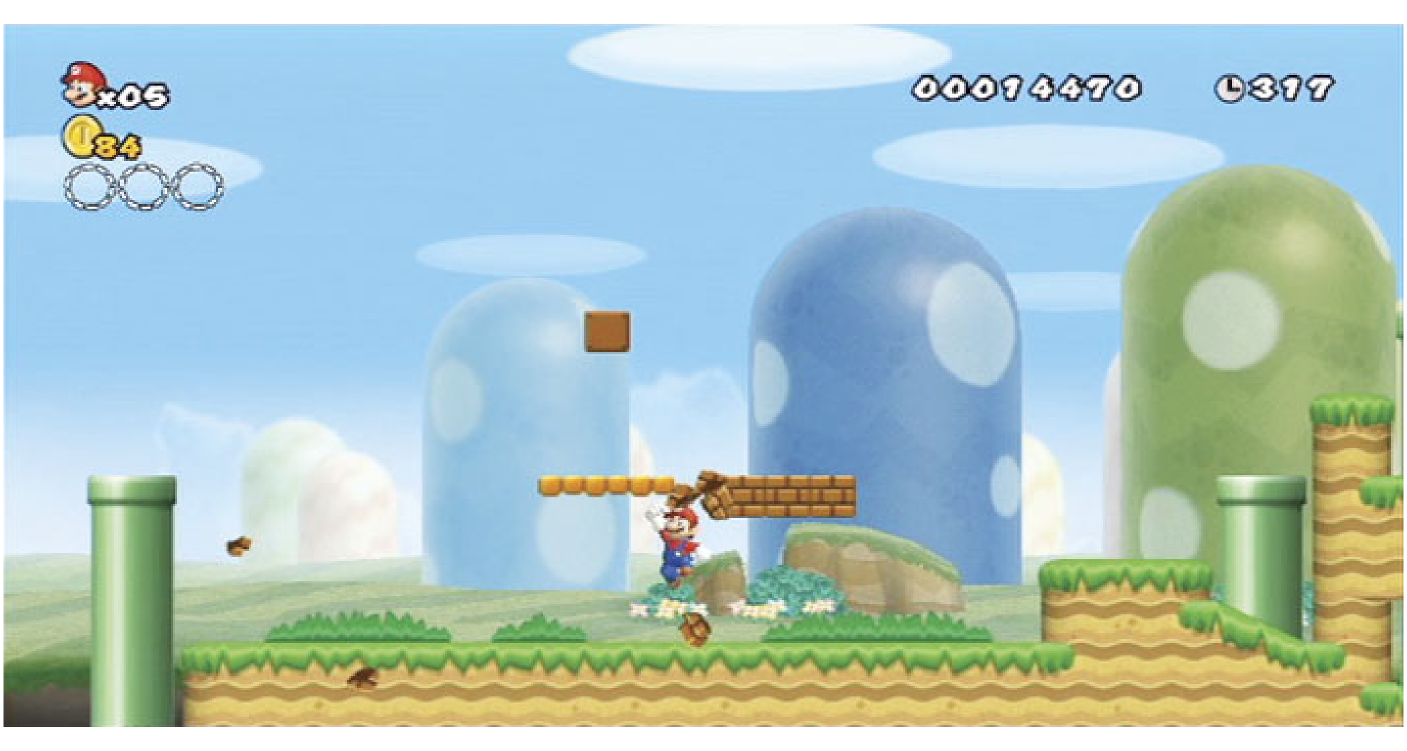
You can't pick up shells or other items as Mini Mario.

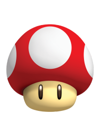
Mario



This is Mario's normal size. He may look squat, but if you don't have any power-ups, this is as good as it gets for our favorite plumber. This is also one of Mario's most vulnerable states; one hit and it's all over.

Super Mario

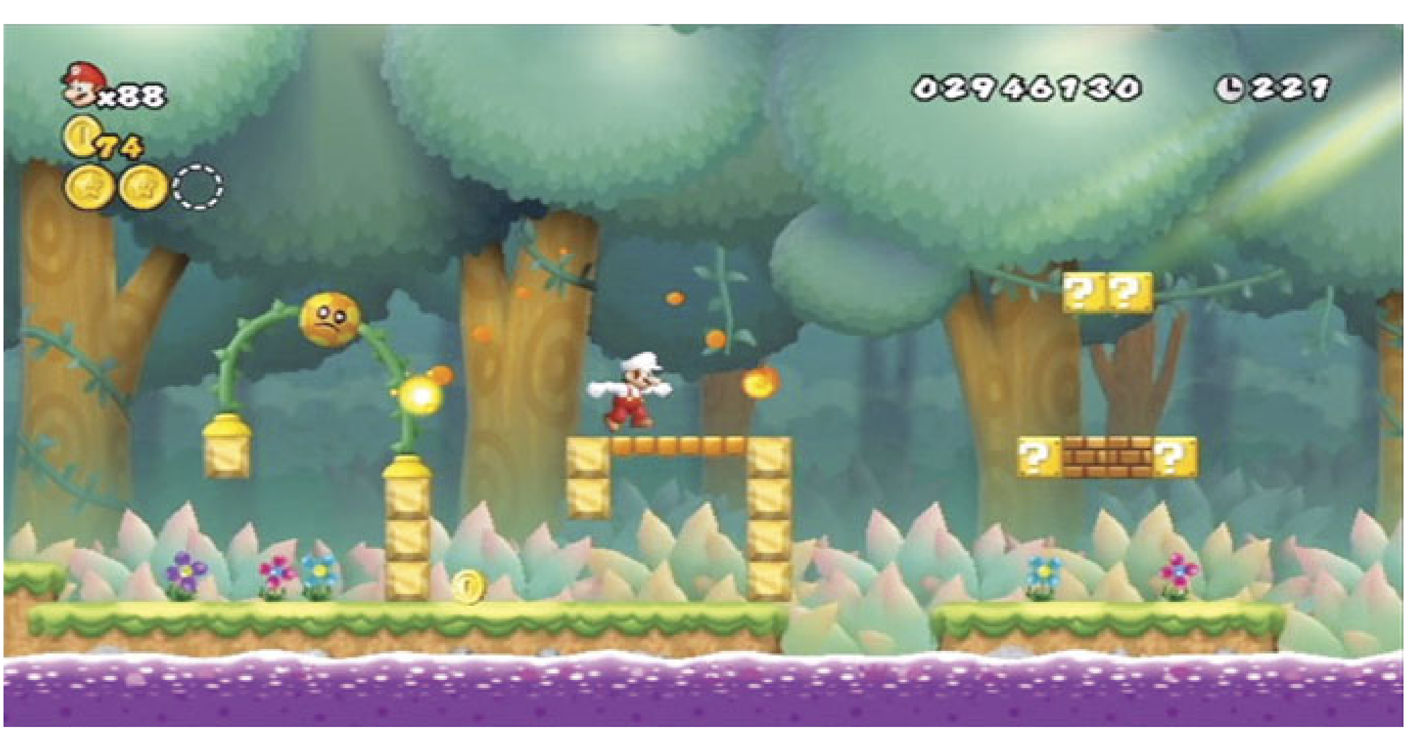


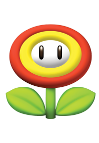


After grabbing a Super Mushroom, Mario or Mini Mario grows into Super Mario. In this Super form, Mario can smash blocks from below and Ground-Pound enemies. Even though he's under the effect of a power-up, Super Mario cannot fire projectiles or do anything different than regular Mario, aside from breaking Blocks. After taking a hit, Super Mario reverts to regular Mario.

Hot or Cold?

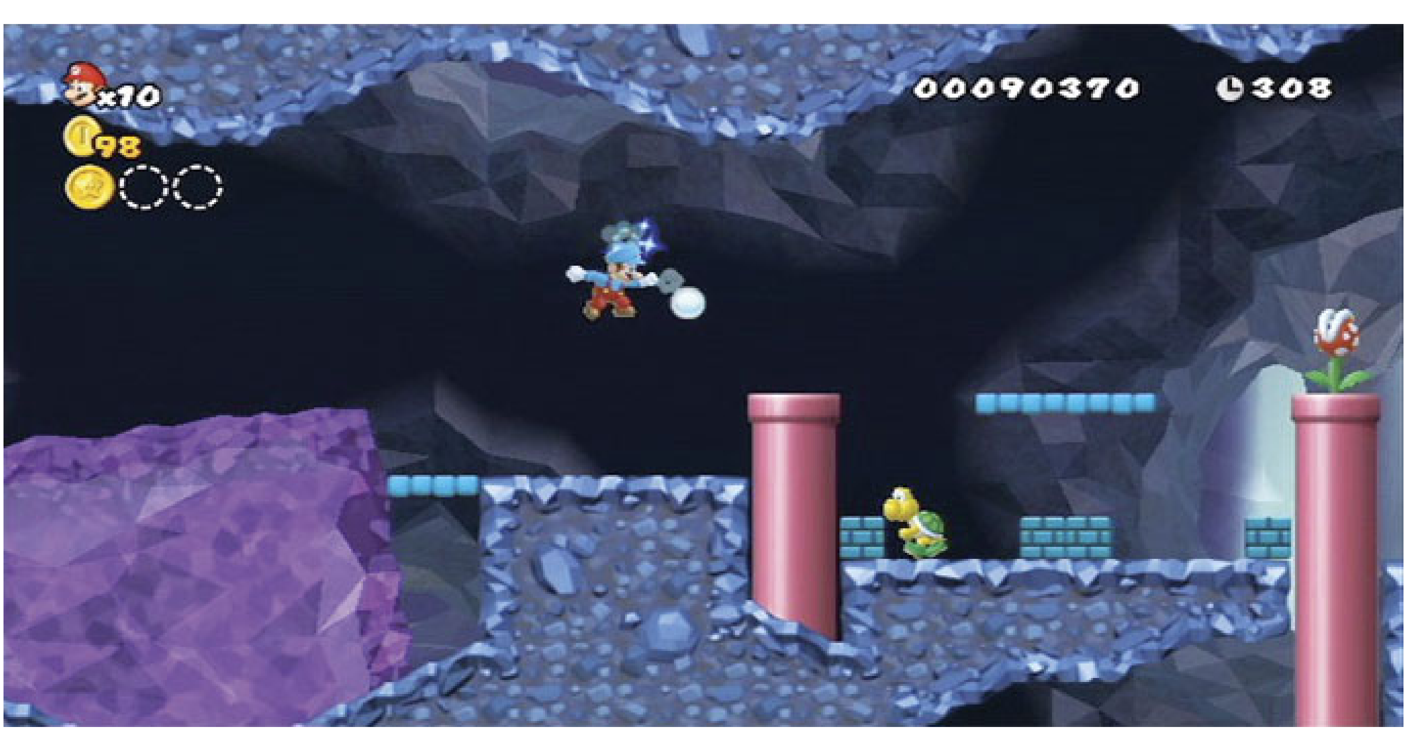
Fire Mario

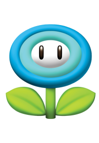




After he grabs a Fire Flower power-up, Mario becomes Fire Mario! In this state, Mario gains the ability to throw fireballs at enemies. Fire Mario can throw multiple fireballs rapidly, creating a dangerous barrage of bouncing flames that can engulf enemies. Although some enemies are invulnerable to fireballs, the majority of Mario's nemeses will get scorched!

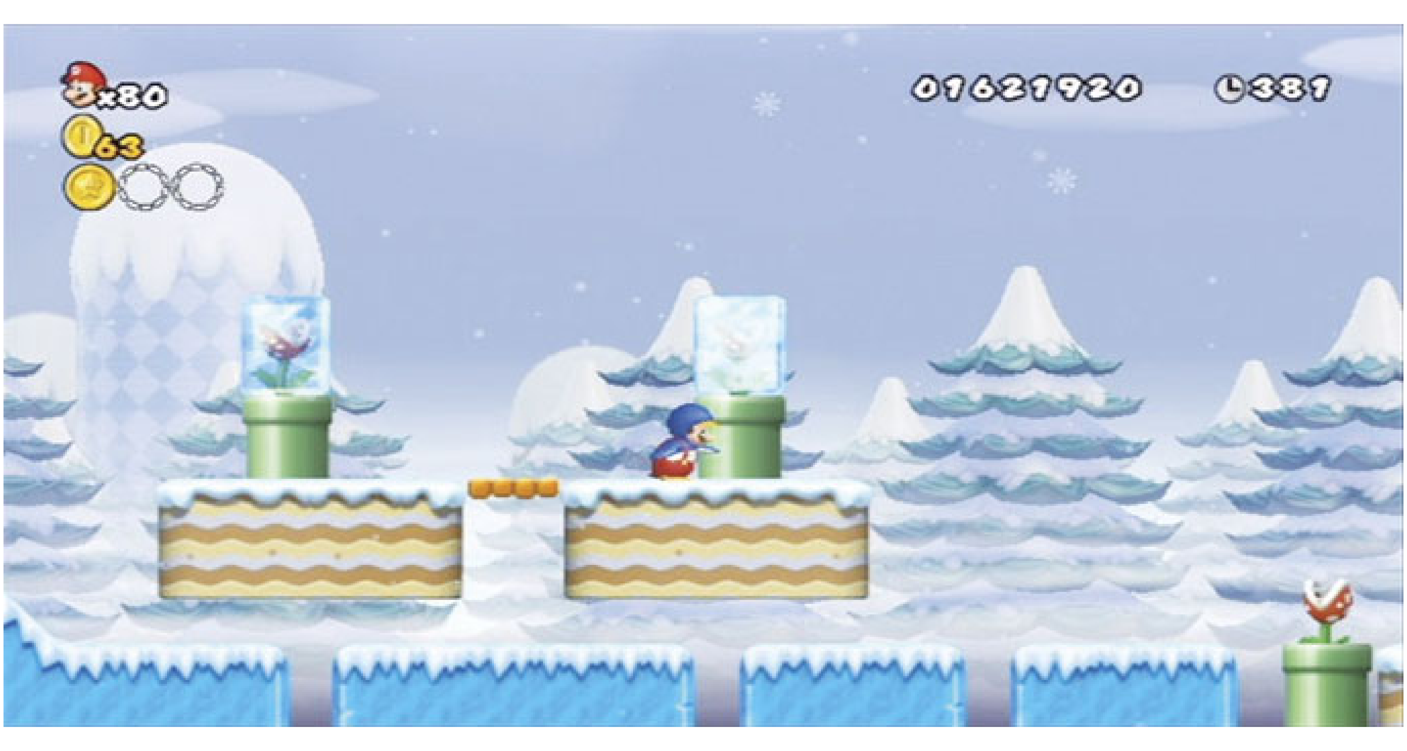
Ice Mario

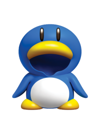




Like the Fire Flower, the Ice Flower power-up grants Mario the ability to throw projectiles at enemies. These projectiles are snowballs! Upon contact, the snowballs freeze the enemies in ice cubes that Mario can then pick up and throw as projectiles! While some enemies will instantly die when frozen, generally, the effects of Ice Mario's snowballs differ from enemy to enemy. Use frozen enemies as platforms to reach high ledges, too!

Penguin Suit Mario





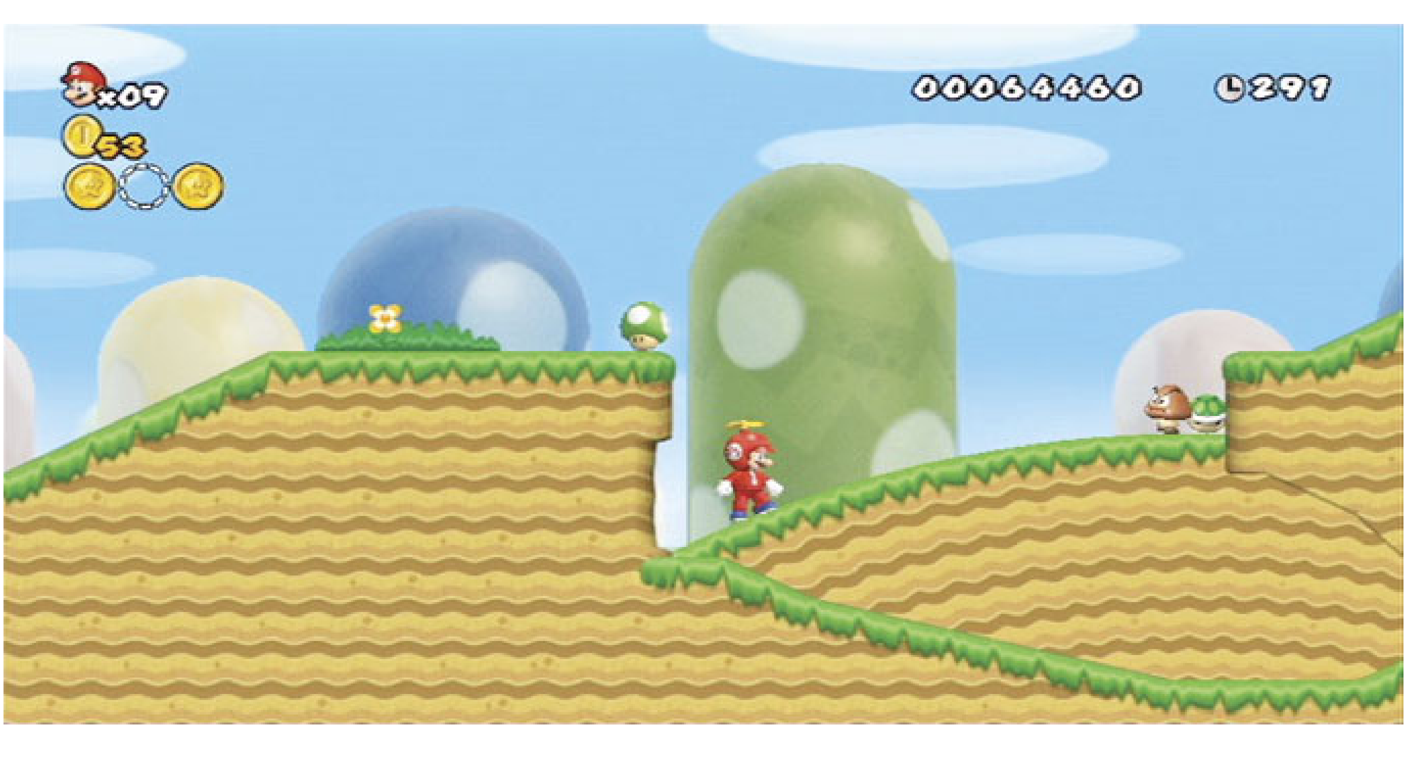
Penguin Suit Mario is very similar to Ice Mario. Both can throw snowballs, but Penguin Suit Mario also becomes invulnerable to the many effects of cold levels. While in the Penguin Suit, Mario will no longer slide around on ice, will no longer bounce when swimming underwater, and he'll gain the ability to slide on his belly across frozen ground! Whenever you need to beat a difficult, snowy level, use the Penguin Suit to keep good traction and swim with increased agility.

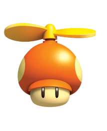
Note

Whenever Fire, Ice, or Penguin Suit Mario takes a hit from an enemy, he'll revert back to Super Mario.

To the Skies!

Propellerhead Mario

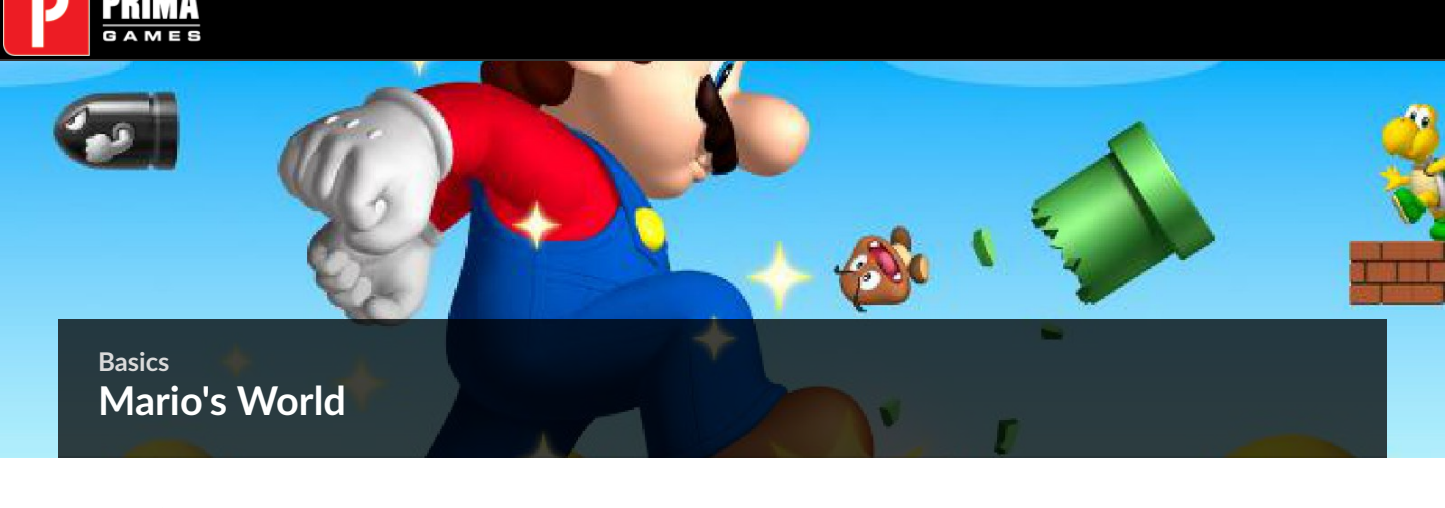




Whenever Mario grabs the Propellerhead power-up, he becomes Propellerhead Mario! This gives Mario a propellerhead cap that allows him to zoom into the air with the shake of the Wii Remote. Then he slowly floats down to the ground with ease.

Propellerhead Mario can essentially "fly" across dangerous chasms or across an entire level by zipping into the air repeatedly whenever he lands back on the ground. The Propellerhead power-up also grants Mario an extra type of attack.

While in the air, press down on the +Control Pad to execute a drilling drop similar to the Ground-Pound. The drilling drop will bust through crates, blocks, and even some enemies just like the Ground-Pound!

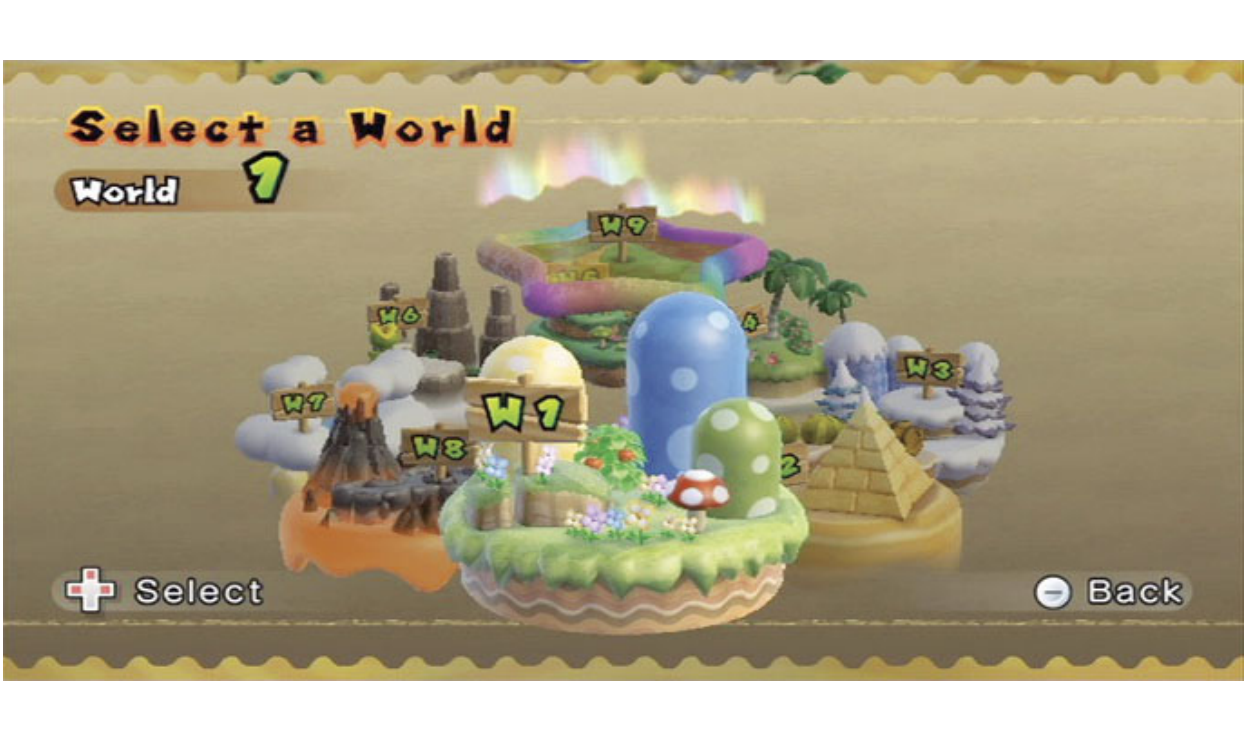


Basics

Mario's World

Mario's world is full of items, power-ups, and all sorts of other neat things. There are things to climb, things to destroy, switches to flip, and even creatures to ride! But if you don't know what is what, then you're more likely to end up under a Koopa's foot than heroically rescuing the Princess.

Worlds Map



This is the Worlds Map. From here, you can select which of the nine worlds you want to travel to. Simply cycle left and right across World 1 and World 8, or press up on the +Control Pad to select World 9. However, you can only select worlds that have already been unlocked. To unlock a specific world, you must first beat the Castle level from the previous world. For example, to unlock World 3, you must first beat World 2-Castle.

Note

You can also use Cannons to unlock other worlds and bypass Castles.

Each of the first eight worlds has its own theme. To properly prepare for your adventure through each world, keep in mind what power-ups you have and where they might come in handy.

World 1

This is Princess Peach's kingdom. Usually it's a peaceful world, but when Bowser decides to start trouble, many of Mario's typical enemies come out to play. Expect to see Goombas and Koopas, mostly.

World 2

The levels on World 2 are sandy, windy, and extremely hot! This desert world is home to Pokeys, Fire Snakes, and Spike Tops. Bring Fire Flowers and Propellerhead power-ups.

World 3

This snow-covered world can be extremely difficult to traverse. The icy ground is slick, and it forces Mario to slip and slide across levels with little agility and often directly into hazards or enemies! To overcome this slippery hindrance, use the Penguin Suit power-up!

World 4

This world may resemble a series of islands, but don't expect to get plenty of fun in the sun. In fact, you'll be diving into the water more often than you might think. Prepare to face off against angry Bloopers, hungry Cheep Cheeps, and Spiny Cheep Cheeps! Bring a Penguin Suit power-up to increase your underwater agility and to freeze enemies.

World 5

Don't be fooled by the inviting rainforest-like atmosphere. While adventuring across World 5, stay out of the purple liquid! In fact, you can use one of the new creatures, the Big Wiggler, to hop over dangerous waters.

World 6

Prepare to go deep underground in many of World 6's levels. There, in the pitch-black darkness, you'll contend with enemies that like to lurk in the shadows. Swoops, Buzzy Beetles, and Spinies all join the fight here.

World 7

This world takes you high into the sky where Koopa Paratroopas, Paragoombas, and flying Jumbo Rays are the norm. If you don't have a Propellerhead power-up to use in this world, fret not, there are plenty of Propeller Blocks lying around to use.

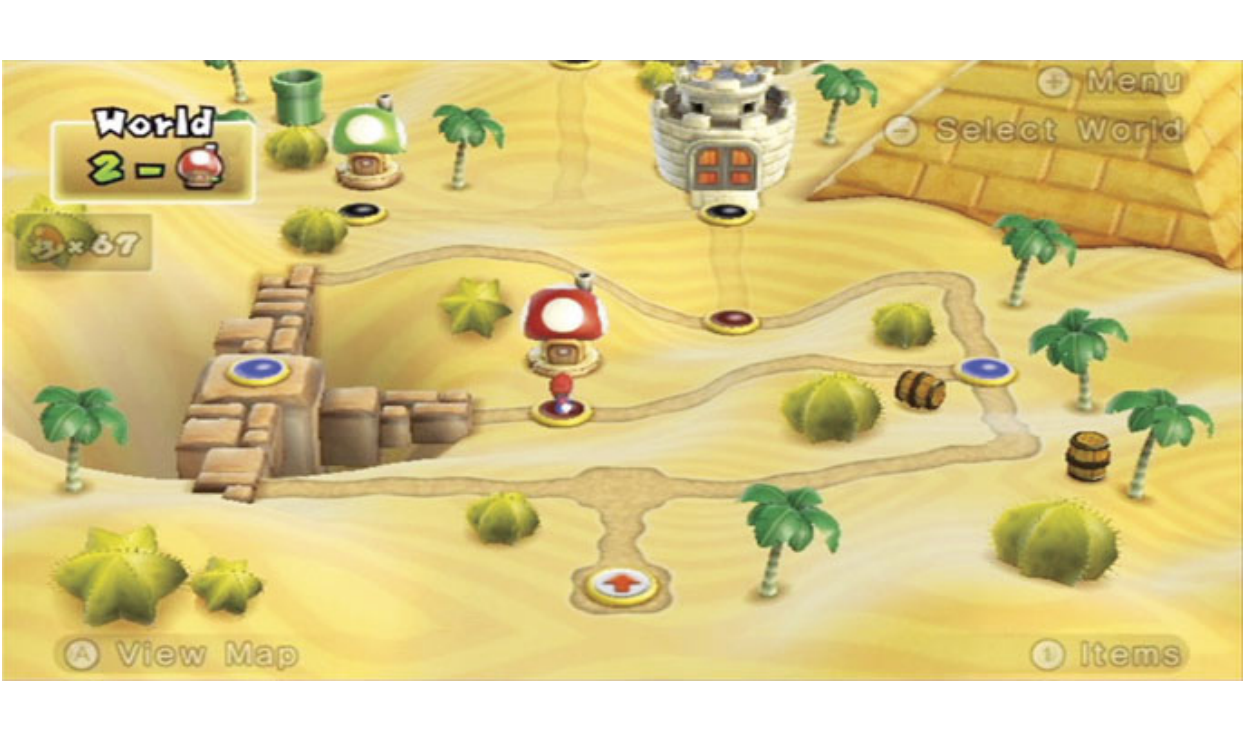
World 8

This is Bowser's world. Make no mistake about it, he'll throw everything he has at you, so stock up on as many different power-ups as you can before entering his domain.

World 9

This is only unlocked after you beat Bowser in World 8-Castle. World 9 has eight distinct levels, each having its own theme, that can only be unlocked by acquiring all of the Star Coins in Worlds 1 through 8.

Overview Map

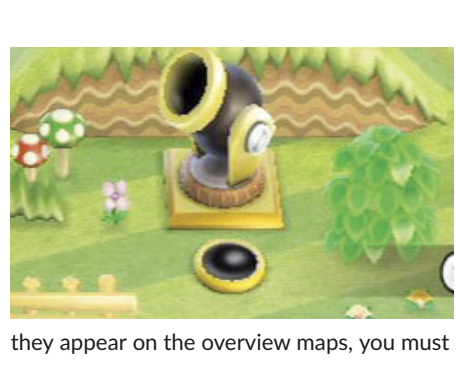


Every World has an overview map that shows every level, Ghost House, Toad House, Tower, world obstacles, and the Castle.

Toad Houses

Toad Houses are special houses that are run by Mario's Toad friends! The red-roofed huts contain a power-up matching game where you flip panels on a wall to match up power-up icons. For every pair of screens you match up, you get whatever power-up is shown. Huts with gold roofs contain a Star power-up, and green-roofed huts can grant you several 1-Ups!

Cannons



Some worlds contain special cannons that let you skip several worlds! Though they appear on the overview maps, you must unlock the path leading to each cannon.

Ghost Houses

These haunted huts are home to many spooky specters. Unlike other levels, Ghost Houses don't maintain the same theme as the rest of the world. Once you're inside a Ghost House, prepare to deal with sneaky Boos, dark areas, disappearing doors, and maze-like levels with multiple exits.

Towers and Castles

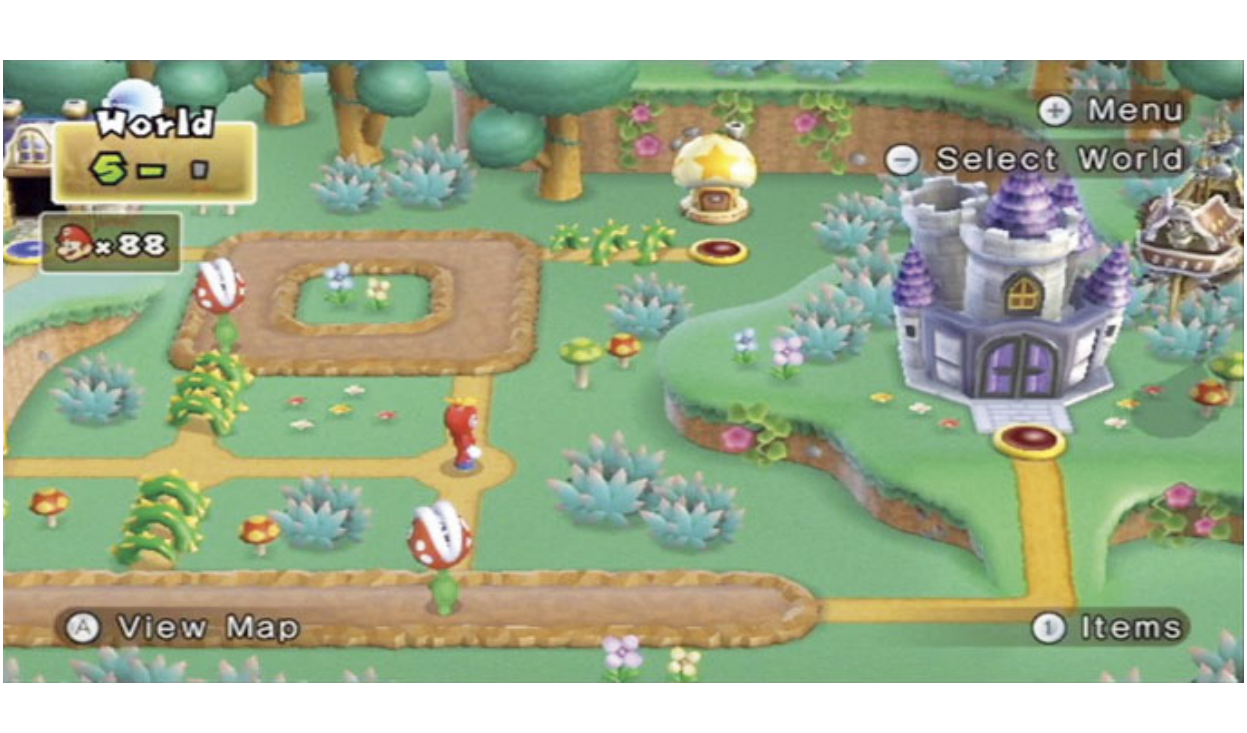
Towers mark the halfway point in any given world. They are the primary dwelling of Bowser's pesky Koopalings. Typically, the Towers are tall, vertical levels that, like Ghost Houses, don't follow the same theme as the rest of the world. Once you've climbed to the top of a Tower, you engage the Koopaling in your first battle. After you defeat the Koopaling, the enemy will flee the tower and take refuge in the world's Castle.

Like the Towers and Ghost Houses, Castles don't always keep to the world theme. They are dark structures with hundreds of booby traps, and they are full of Bowser's creepiest cretins. Unlike Towers, Castles aren't always tall, vertical levels. The can often be long, horizontal mazes. At the end of each Castle is the Koopaling you faced earlier in the Tower. Once you defeat the Koopaling a second time, it retreats for good!

Sky Ships

On occasion, a huge ship will swoop in and help a Koopaling escape after a Castle defeat. When it does, Mario must infiltrate the Sky Ship and confront Bowser Junior! These long, sprawling levels are floating high in the sky, so don't fall out the bottom!

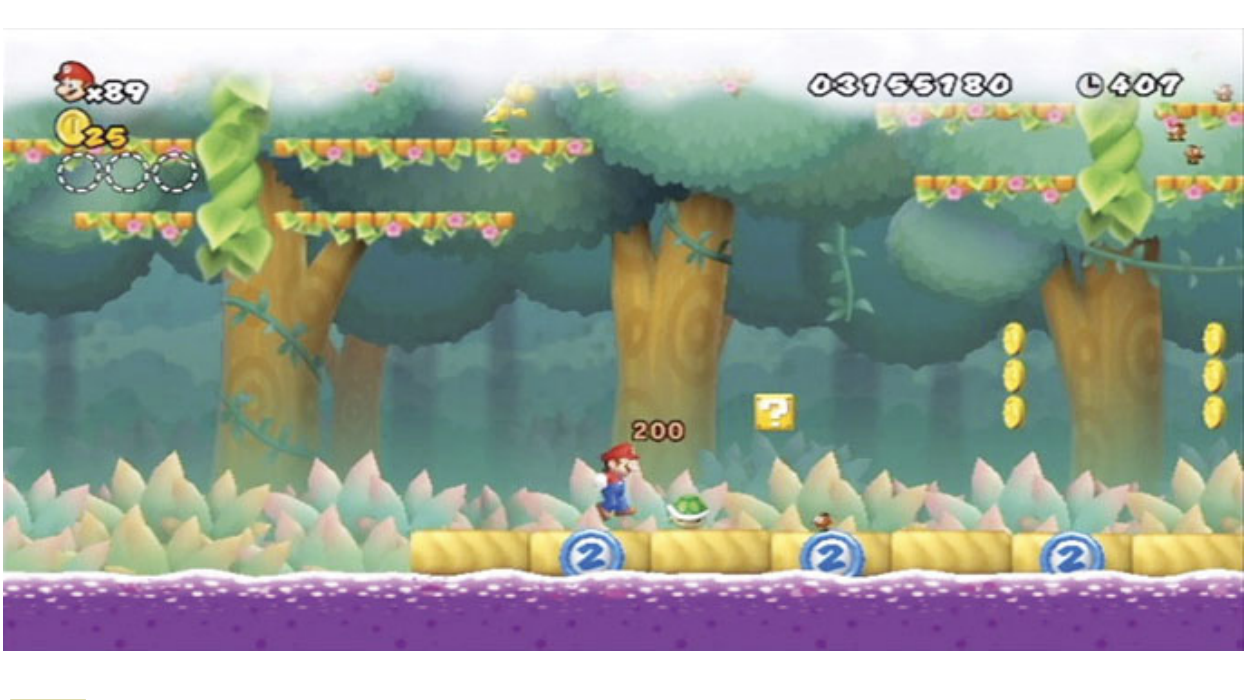
World Obstacles



Unlike other traditional levels, these obstacles are small, themed barricades that require you to grab eight Toad coins to free your kidnapped buddies. These obstacles always block a path on the overview map. They can be passed easily by using the Star power-up!

Items and Power-ups

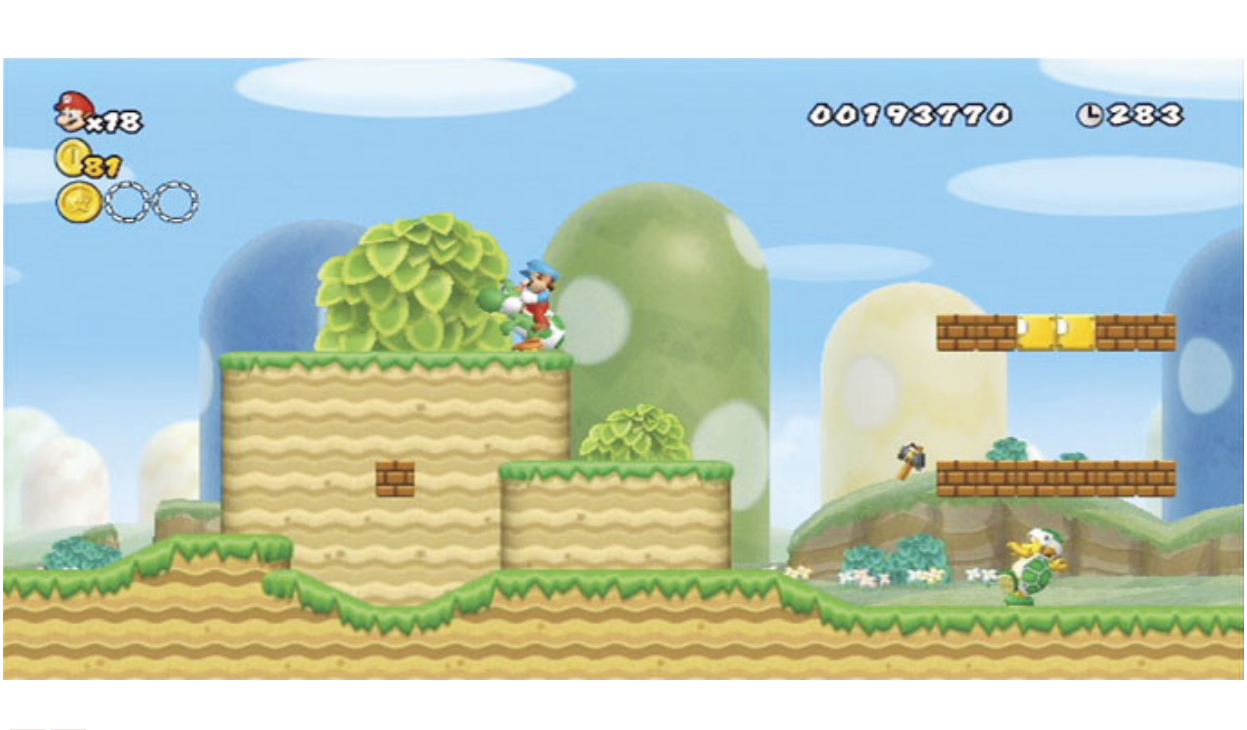
? Blocks



These ? Blocks are scattered all over the place. They may contain coins, power-ups, and sometimes even Yoshi eggs! Although they can be frequently found near the beginning of a level, they are one of the most plentiful blocks you'll encounter.

Since ? Blocks are multipurpose blocks, they aren't limited to coins, power-ups, and eggs. They can contain special items too, so always hit them to see what you can get!

Blocks



Blocks are even more plentiful than ? Blocks! Although most Blocks don't contain anything, several contain coins or other special items. That doesn't mean that you should try to break every Block you see—if you do, you might run out of time. But do make sure to hit any Blocks that seem to be out of place.

Invisible Blocks

Not all Blocks can be seen easily. In fact, there are many Invisible Blocks that can only be found by hitting them from below. More often than not, these Invisible Blocks contain 1-Up Mushrooms!

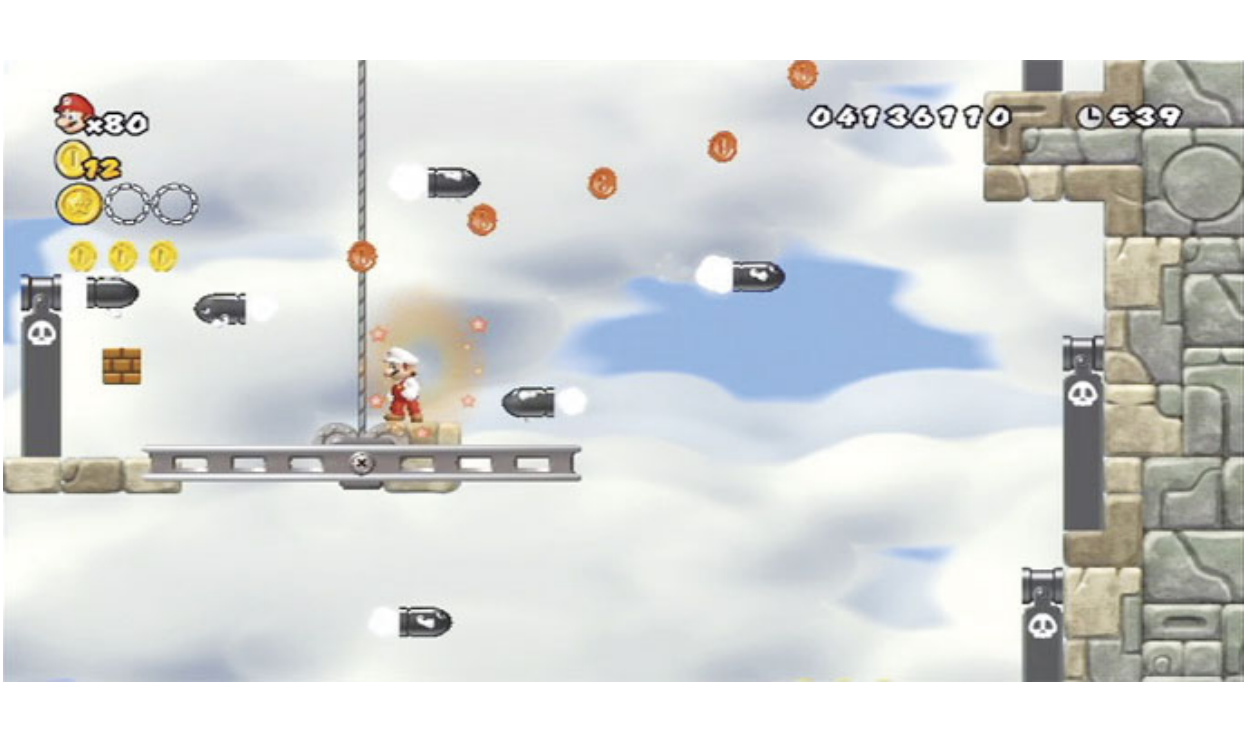
Roulette Blocks

These rapidly shifting Roulette Blocks contain power-ups or 1-Up Mushrooms! Hit the block as it cycles through each power-up and you'll get whichever item is showing when you hit it! Try to watch the pattern as it cycles, then time your jump to get the item you want!

P Switches

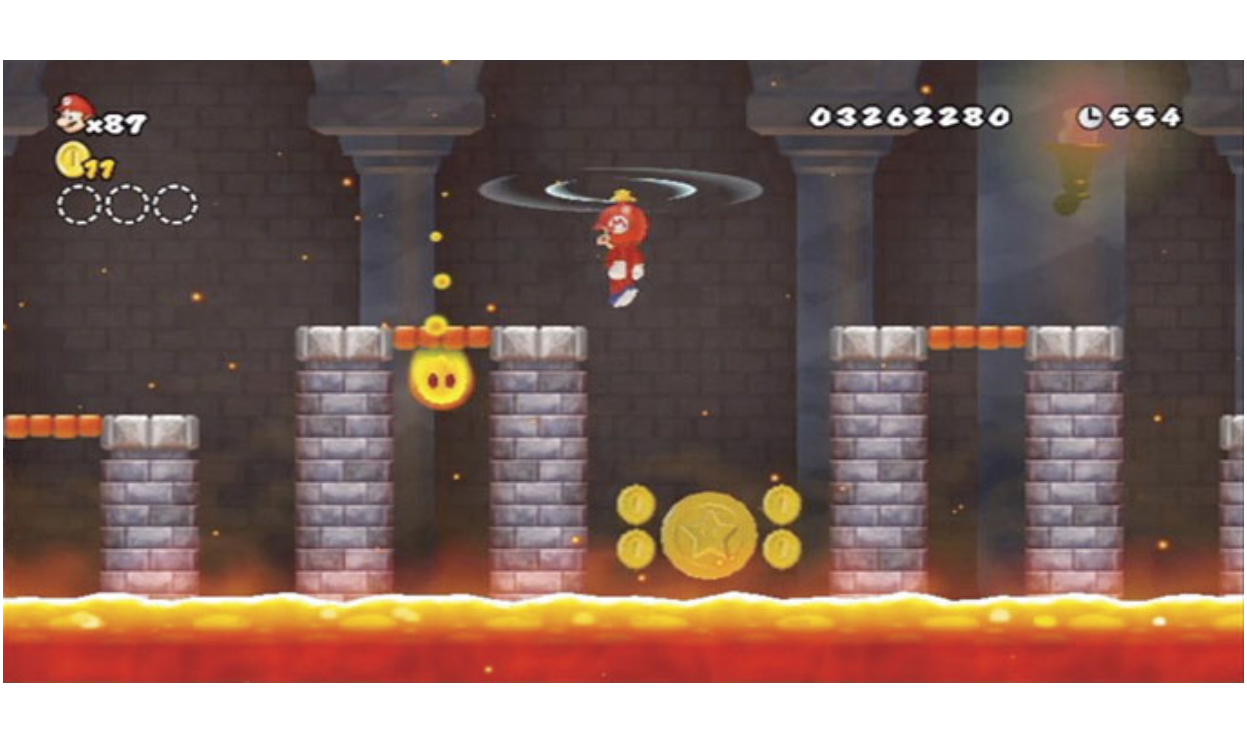
These strangely placed switches reveal several hidden blue coins when they are hit. After hitting a P Switch, hurry to grab all of the blue coins, because they only appear for a short time.

Red Rings and Red Coins



Red Rings can usually be found floating above the ground. When you pass through them, they will reveal eight red coins that appear for a very short period of time. If you collect all eight, you'll be rewarded with a power-up!

Star Coins

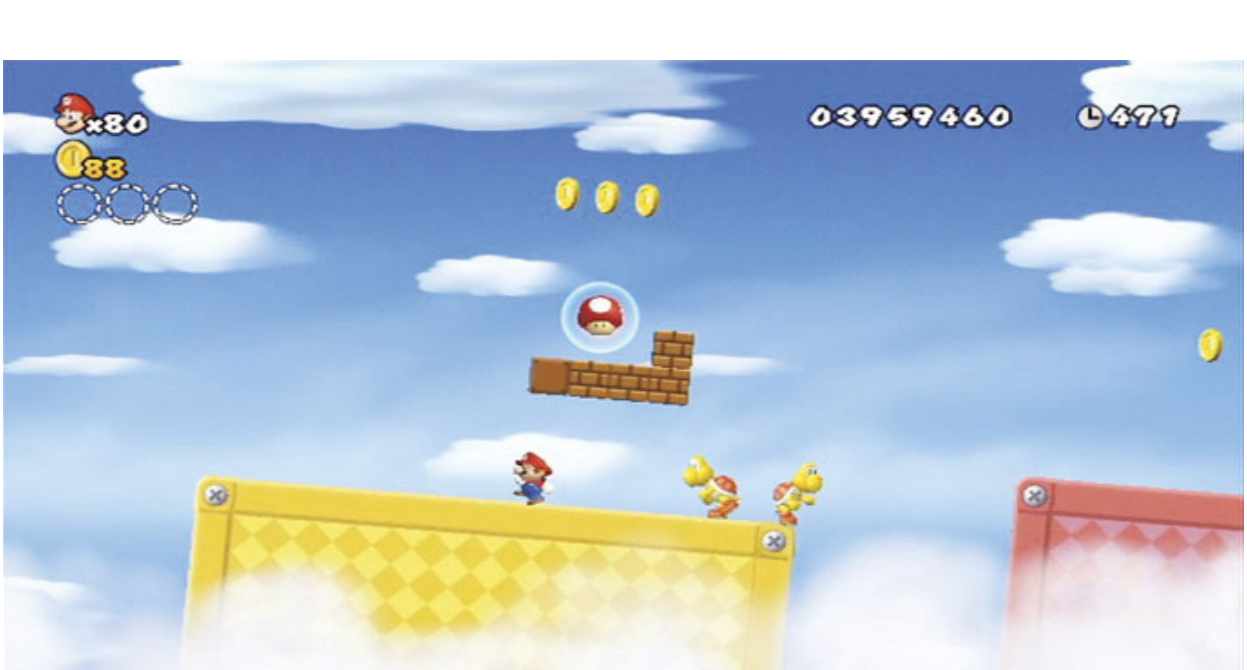


There are three Star Coins in every level. Collect them all to unlock each level in World 9! By collecting all of the Star Coins in a world, you'll unlock the corresponding level in World 9. So if you collect all of the Star Coins in World 2, then you'll unlock World 9-2.

Note

You can also use Star Coins to unlock Hint Movies.

Super Mushroom

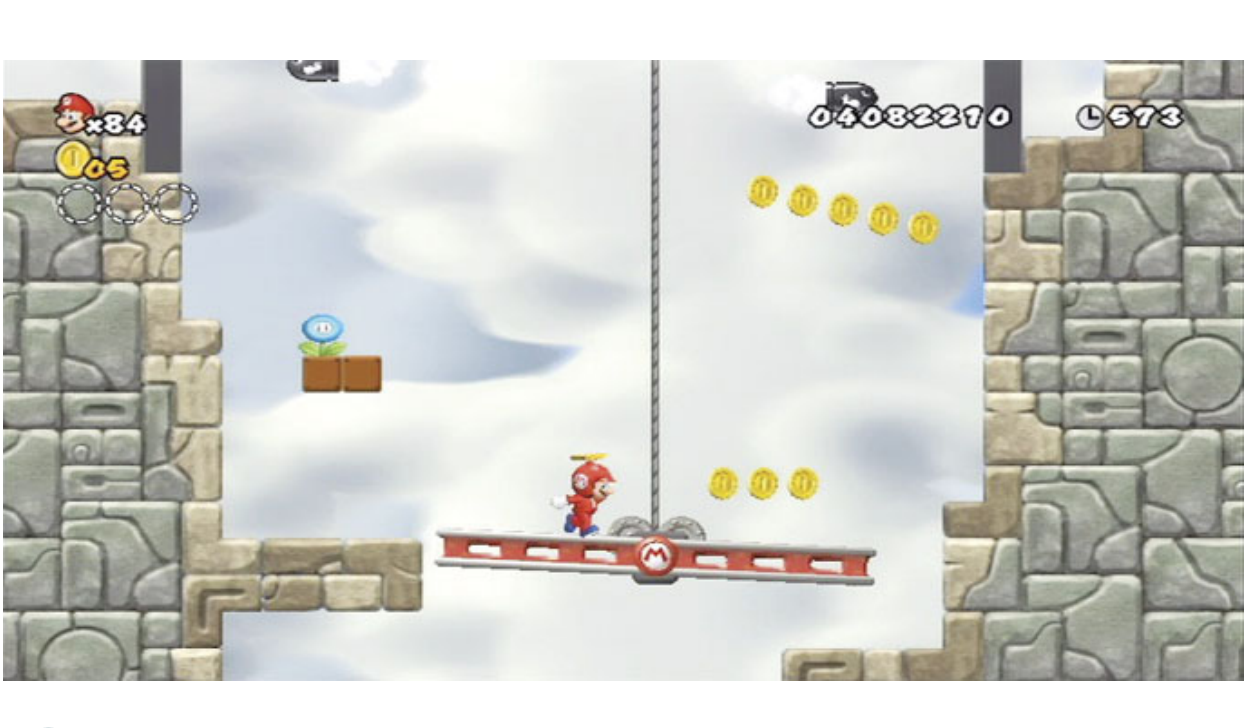


This is the most basic of all power-ups. When used, Mario becomes Super Mario and grows in size. If you get a Super Mushroom while in Super Mario form, you'll only get extra points for it and no added effects.

Fire Flower

This is one of the most valuable power-ups of all. When used, Mario becomes Fire Mario and can throw fireballs. Since most enemies are vulnerable to fireballs, try to save Fire Flowers until you absolutely need them.

Ice Flower

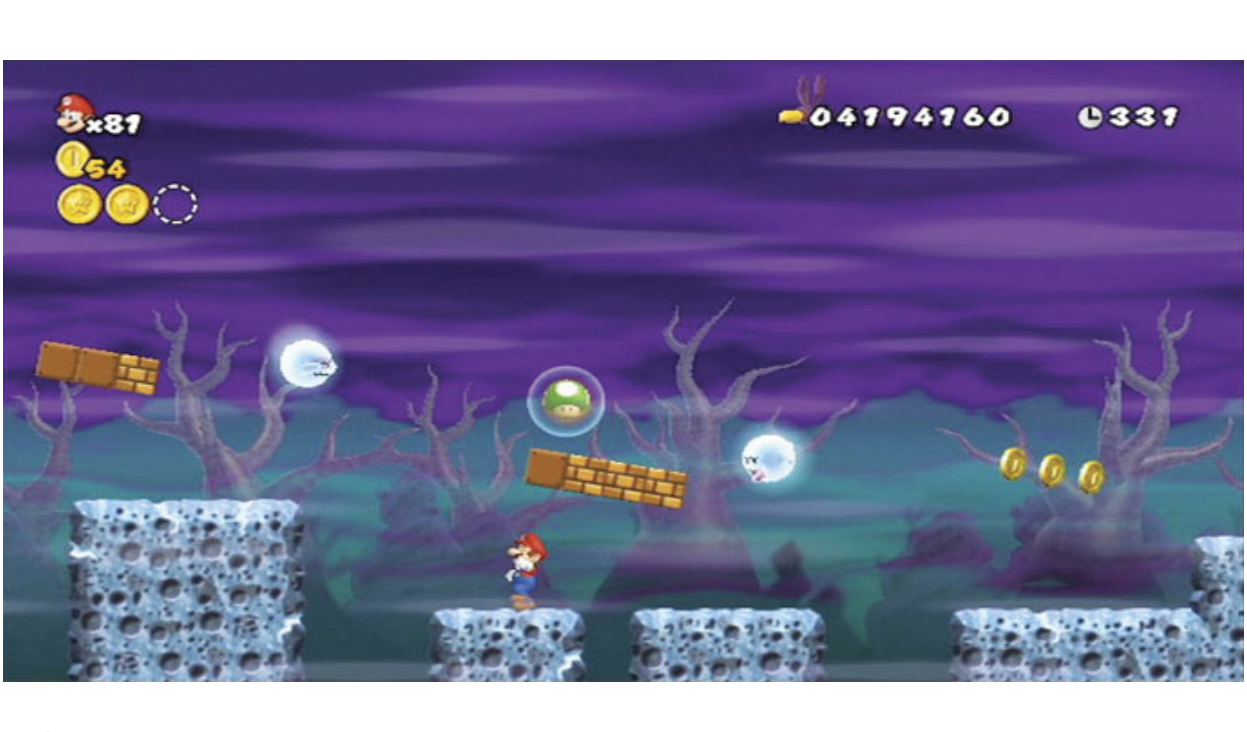


Like the Fire Flower, Ice Flowers also grant Mario special abilities. Instead of throwing fireballs, Mario transforms into Ice Mario and gains the ability to throw snowballs that freeze enemies!

Mini Mushroom

These tiny blue mushrooms shrink Mario in size. Although they make him more vulnerable to enemy attacks—Mini Mario will die after taking one hit—the Mini Mushrooms allow Mario to reach small nooks and crannies.

1-Up Mushroom



The green 1-Up Mushroom may look similar to a Super Mushroom, but these are far more rare and valuable. These green fungi grant Mario one extra life per 1-Up Mushroom. Collect as many of these as you can!

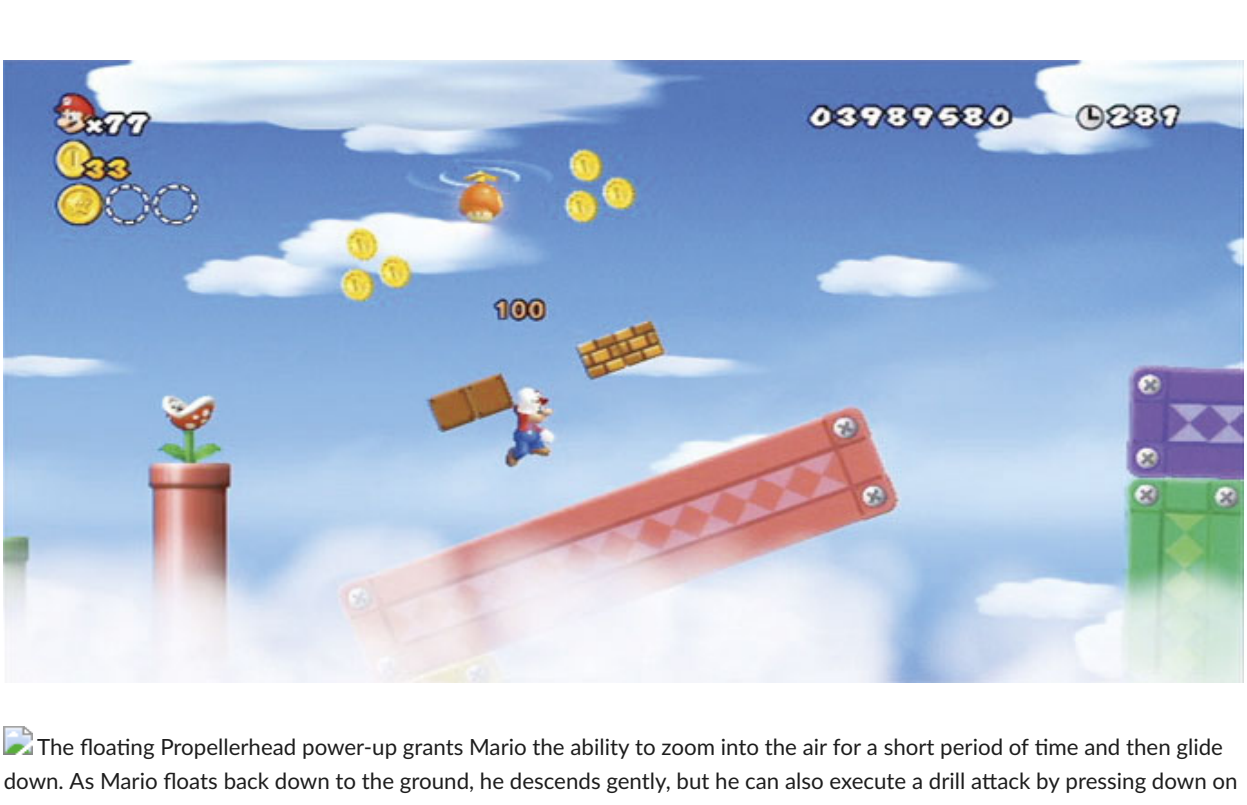
Tip

If you collect 99 lives, Mario will take his hat off to you in acknowledgement of your great skill!

Penguin Suit

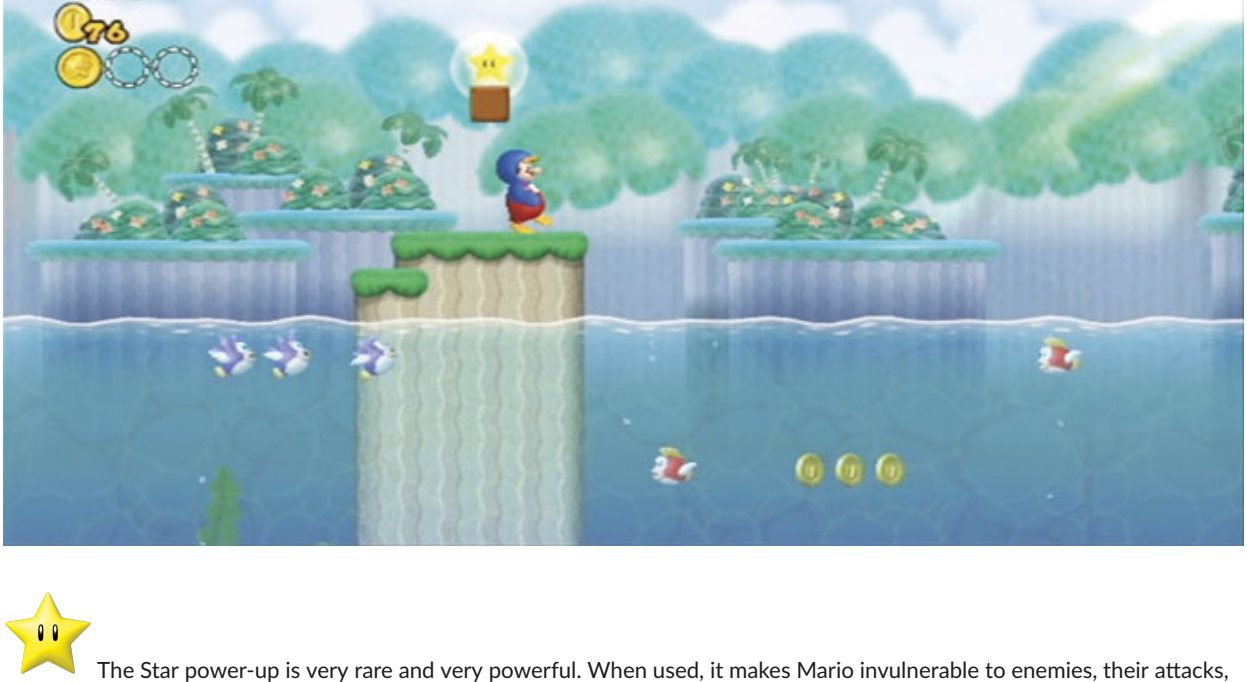
The Penguin Suit is a brand new power-up for Mario. When he puts it on, he gains the ability to throw snowballs and to swim with greater agility underwater. While in the Penguin Suit, Mario is also unaffected by slippery surfaces!

Propellerhead Power-up



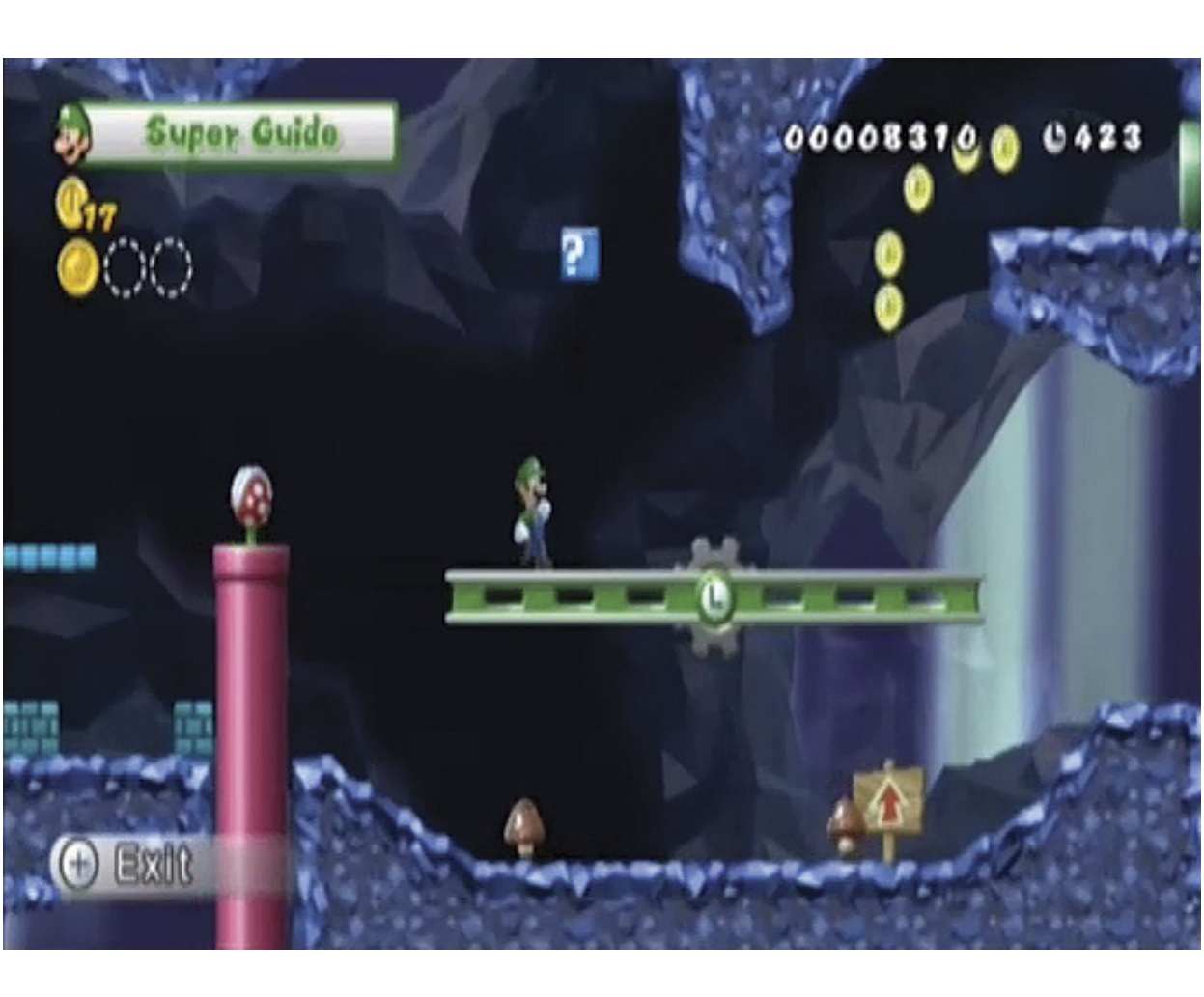
The floating Propellerhead power-up grants Mario the ability to zoom into the air for a short period of time and then glide down. As Mario floats back down to the ground, he descends gently, but he can also execute a drill attack by pressing down on the +Control Pad.

Star



The Star power-up is very rare and very powerful. When used, it makes Mario invulnerable to enemies, their attacks, and other hazards. The only way Mario can die while under its effects is to fall into a pit or lava. In some extremely rare cases, you may be able to link several Star power-ups together by grabbing a new one while still under the effect of a Star power-up.

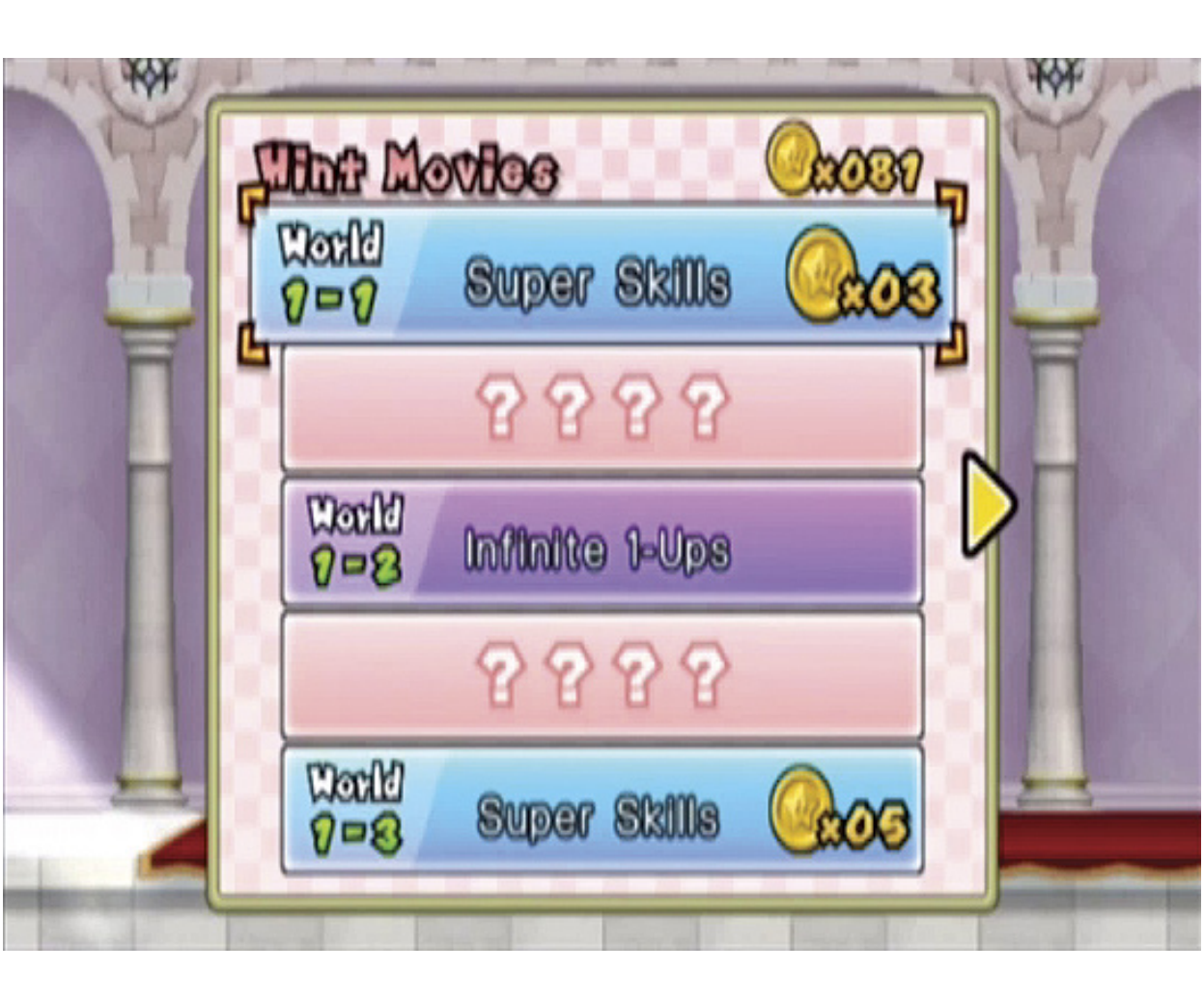
Super Guide



If you die eight times in a level that you haven't completed you'll have the option to start the Super Guide. A big green ! Block will appear at the beginning of the level when you enter it the ninth time (after dying eight times before). Hit it and Luigi will take over, running through the level as you watch. Once he's done you can choose to retry the level or skip it and move on. If you skip it you can go back later to try yourself.

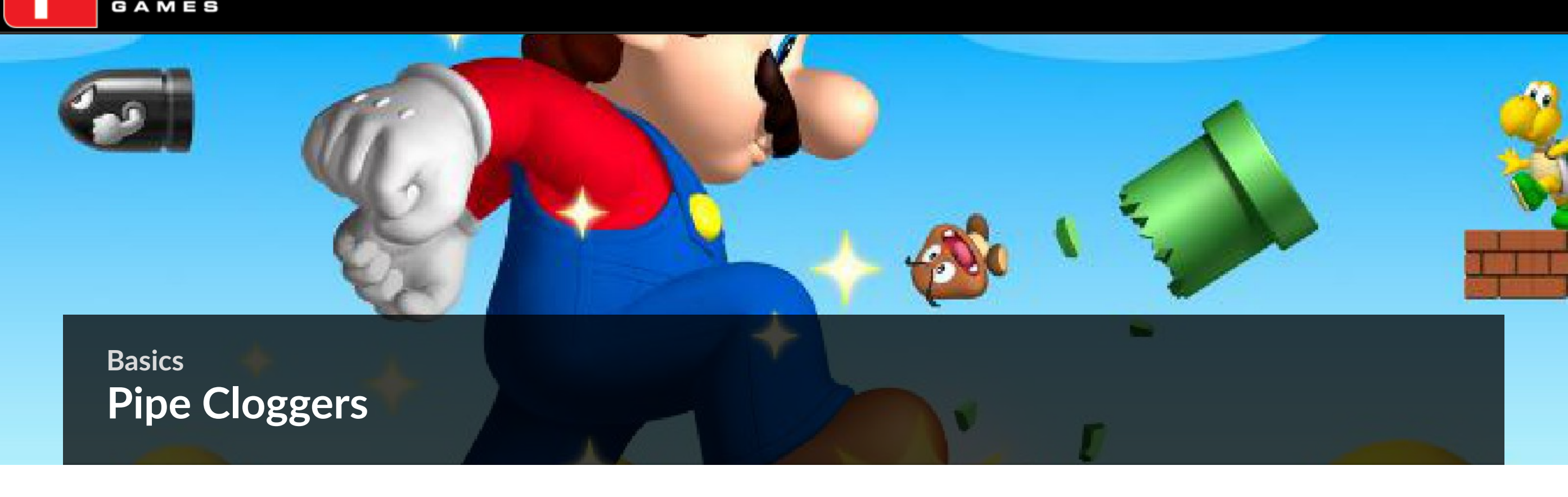
While this will give you an idea of how to get through the level Luigi won't go after every Star Coin or find every secret in a level.

Hint Movies



When prompted by the game you can return to Peach's Castle in World 1 to watch hint movies. These will show you some interesting tricks to try on levels, reveal some hidden areas, and other neat videos.

Some are free to watch once they're unlocked but most cost Star Coins to view. So check out the walkthrough of this guide to find out how to collect every Star Coin in the game so you can watch all the Hint Movies!

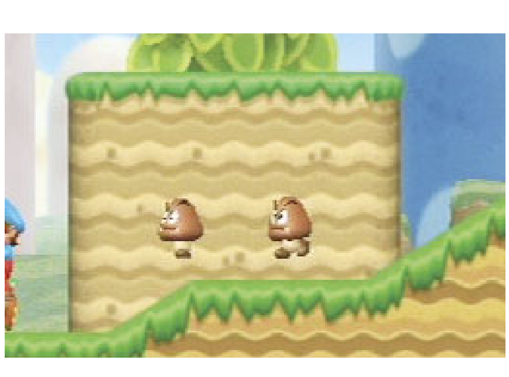


Basics

Pipe Cloggers

Perhaps nothing is more annoying to a plumber than something that always seems to clog the pipes. Be it a hair ball or a Piranha Plant, a plumber's biggest pet peeve is a pipe clogger. That's why this chapter is dedicated solely to pesky pests that cause nothing but trouble! These are Mario's enemies.

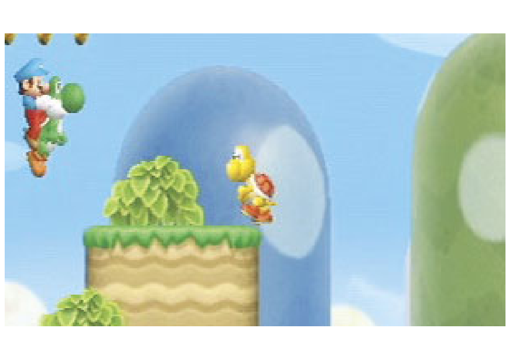
Goombas



Goombas are a dime a dozen. These frumpy little creatures usually have a one-track mind and rarely stray from their linear path, which makes them extremely easy to defeat. Almost any form of attack will take Goombas out. Stomp on their heads, hit them with a projectile, or even slide through them to dispatch them.

If the Goomba has wings, a Paragoomba, it will require an extra hit to defeat it. Hit it once to knock off its wings, then hit it again to take it out. Mini Goombas are slightly more annoying than their regular-sized counterparts. Mini Goombas swarm around you and weigh you down. To defeat them, execute a Spin-Jump to shake them off, which will end them!

Koopas



Like Goombas, Koopas are among Mario's most common opponents. These turtles walk upright, usually on a predetermined path, and always require more than one hit to defeat. After knocking on their heads once, they'll shrink into their shells, which leaves them vulnerable to further attack. Once they are in their shells, either pick them up and toss them, or kick them at other enemies. If you leave the Koopas in their shells, they'll eventually muster the courage to come back out and resume their walk.

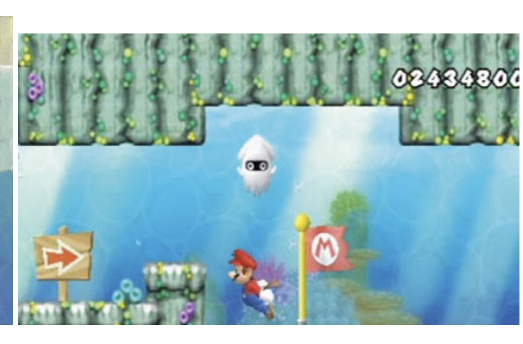
Koopa Paratroopas, Koopas with wings, will take three hits to defeat: one to knock off their wings, a second to force them into their shells, and a third to dispatch them.

Piranha Plants

Few enemies are as sneaky as the Piranha Plant. Primarily a pipe-dweller, the Piranha Plant pops in and out of its pipe repeatedly. You can't destroy it by jumping on it, so the only way to get rid of a Piranha Plant is to use fireballs, snowballs, or other projectiles. Some Piranha Plants, the Venus Fire Traps, even shoot fireballs at you! Either time your jumps so that you pass it while it's hiding in its pipe, or use a projectile to get rid of the Piranha Plant.

Super Piranha Plants take a few more fireballs than smaller Piranha Plants to defeat. The rare Stalking Piranha Plants even walk around on their own!

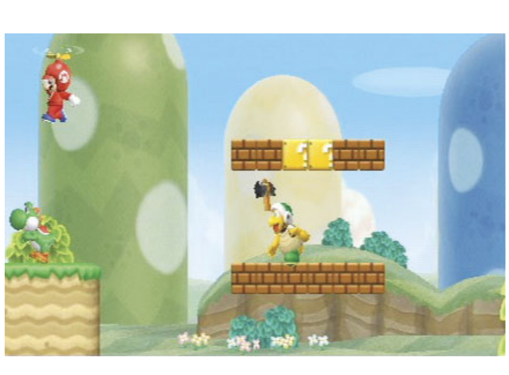
Cheep Cheeps and Bloopers



Cheep Cheeps and Bloopers are the Goombas and Koopas of the sea. Cheep Cheeps usually swim along their merry way, hoping you'll get in the way. If you can swim around them, do so. Otherwise, use fireballs and snowballs to get rid of them. Bloopers, on the other hand, are very aggressive creatures. They hide in pipes, seaweed, and other areas until you approach, then they dart out at you! If they miss, Bloopers bob up and down as they attempt to hit you. Since their swimming patterns can be very erratic, Bloopers are difficult to predict, so use fireballs and snowballs to take them out if you can.

Both the Cheep Cheep and the Blooper have variations. The Cheep-Chomp, for example, is a huge purple fish that will try to swallow you in one bite. Spiny Cheep Cheeps are smaller, purple Cheep Cheeps that follow you around until they get you or until you pass through a Bowser flag.

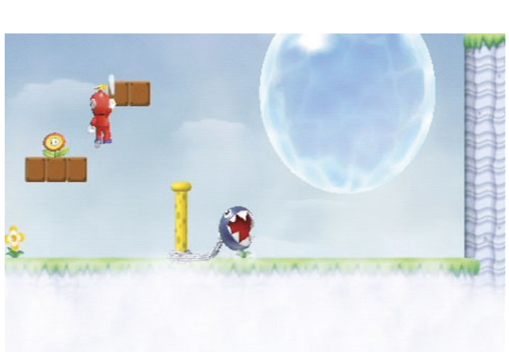
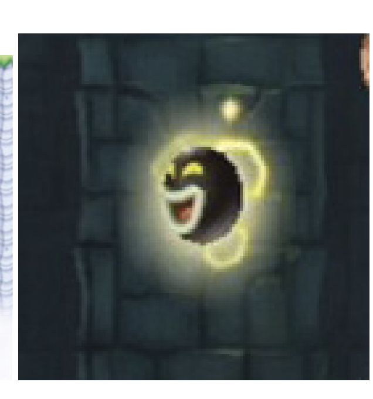
The Bros.



The Bros. are a special type of enemy. Though they resemble overgrown Koopas, they're actually a lot more sophisticated than the smaller, less threatening Koopa critters. Bros. are usually armed with some type of projectile—the exception is Sumo Bros., who don't have any weapons. Hammer Bros. will toss hammers at Mario, while Fire Bros. hurl fireballs. Boomerang Bros. throw boomerangs and Ice Bros. throw—you guessed it—snowballs! Sumo Bros. ... Well, they're very heavy and like to shake the ground with vicious Ground-Pound attacks. And they throw hammers!

The best way to get past a Bro is to throw fireballs at them and remove them from afar. If you don't have any power-ups, then you're better off running underneath them as they leap into the air. Watch them carefully to know when to jump, then dash by without getting hit.

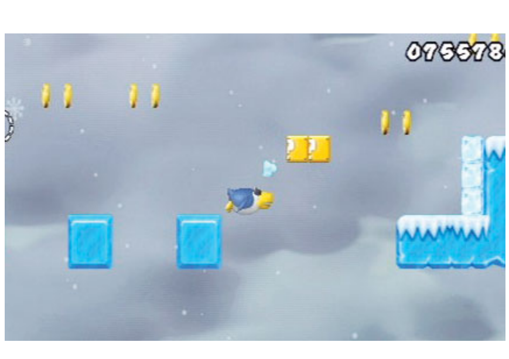
Chain Chomps and Amps

Chain Chomps and Amps can be deceptively difficult to defeat. At first they seem to be limited in range. But once you get close, they can sniff you out and attack without warning! Goad a Chain Chomp into attacking you, then leap out of its way. As it darts at you, either leap over it or away from it. Chain Chomps always need a few seconds to recover from a missed attack.

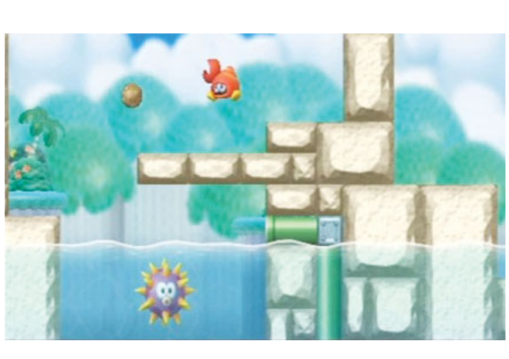
Flame Chomps, on the other hand, can be taken out like most other enemies: Either blast them with fireballs or stomp the Flame Chomp! When you see an Amp, simply elude it as best as you can. Amps can be frozen or hit by another frozen enemy (like a Dry Bones).!

Cooligans



Cooligans are true pests! There's nothing to indicate that they're specifically after Mario. They're just happy to slide on their bellies all day long. Unfortunately, they lead with their beaks and often spear the plump plumber. Either freeze them, scorch them, jump on them, or dodge them.

Urchins



Like the Cooligans, Urchins don't seem to be naturally aggressive. In fact, they just bob up and down in place. If you're careless and get too close to one, then you're obviously going to get hurt by its spikes. To get past these spiky obstacles, either freeze them with snowballs—this will put them to sleep—or, for the Big Urchins, swim past them as they bob out of the way.

Lakitus

Lakitus are some of the most evasive enemies in the game. They usually stay out of reach and only appear at certain points in a level, but once they've come out to play, they really make your life difficult. Since Lakitus hover high over the ground, they can be very difficult to reach! What's worse is they throw Spiny after Spiny at you! The best offense is a good defense. So try to dash past the Lakitus when they pop up, or find a high spot and bounce off their heads to knock them off their clouds!

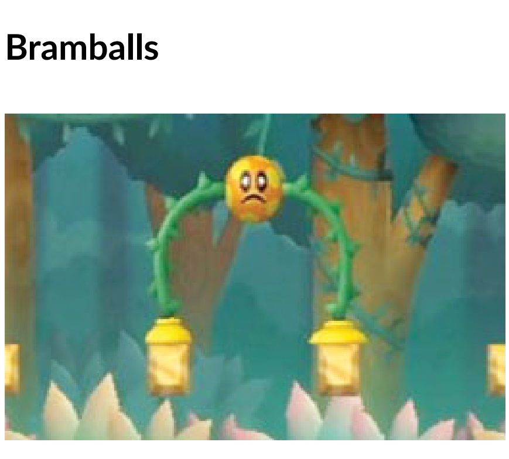
Tip

After knocking a Lakitu off his cloud, you can hop into the cloud and ride it for a short while

Note

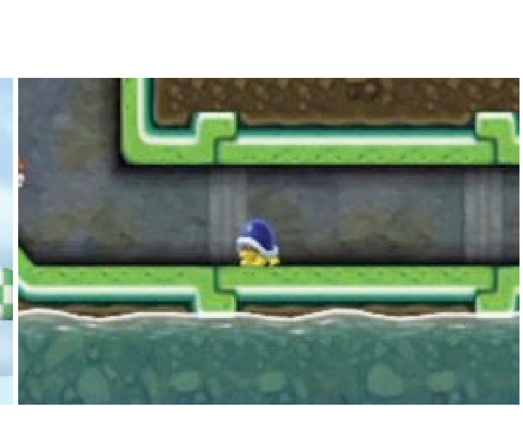
Some Lakitus throw coins down instead of Spinies!

Bramballs



Bramballs are a strange species. They have only one vulnerable spot, their head sections, and rarely move far. In fact, they usually take one step left, then move back right again, staying mostly in position. As they step, you can sneak underneath their head section or bounce off the heads and knock them out!

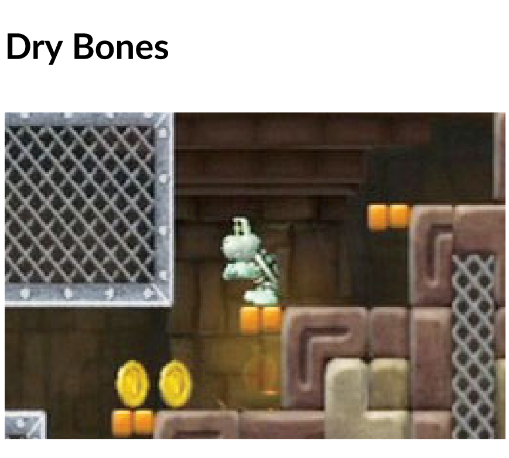
Shell Critters



Buzzy Beetles and Spinies are tougher than they look. Buzzy Beetles, in fact, are resistant to fireballs, which makes them hard to take out from afar. Once you pounce on them, however, Buzzy Beetles clam up just like Koopas. But beware, they'll pop back out and resume their course.

Spinies, however, are the opposite of Buzzy Beetles: they're resistant to pounce attacks, but susceptible to fireballs!

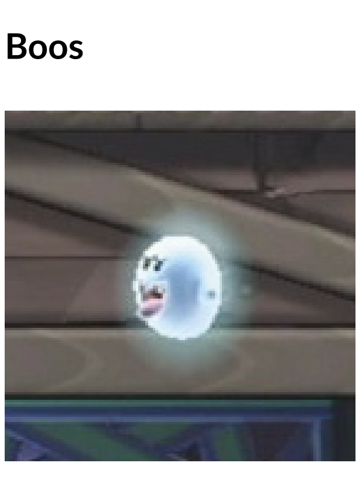
Dry Bones



Don't mistake Dry Bones for brittle, easy-to-crush targets. A single pounce may crumble them, but because they're undead, Dry Bones will be out of commission for only a small period of time. After a short while, they gather themselves back up and reanimate! While Dry Bones are susceptible to a hit on the head, Big Dry Bones require a Ground-Pound to temporarily tumble them.

The only sure ways to get rid of Dry Bones are with the Star power-up, a projectile like shells or other thrown enemies, freeze them and throw them, or POW Blocks! Wet Bones, on the other hand, are dead fish that wait in the dark and only attack, like a torpedo, once Mario is near. Stay out of their way and dodge their attacks.

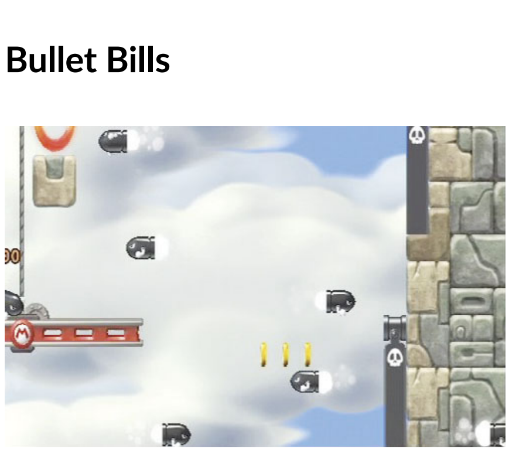
Boos



These sneaky specters are smart! Unlike other enemies, Boos will not stay on a predetermined path, but rather follow Mario until they can attack him. They're not geniuses, however, and believe that as long as they stand still and cover their face, Mario can't see them. As a result, the only thing you need to do to stop them is face them. As long as you're facing them, they'll stay put. But as soon as you turn your back, they'll rush you and attack!

Both Boos and Big Boos are only vulnerable to the Star power-up. Avoid them at all costs!

Bullet Bills



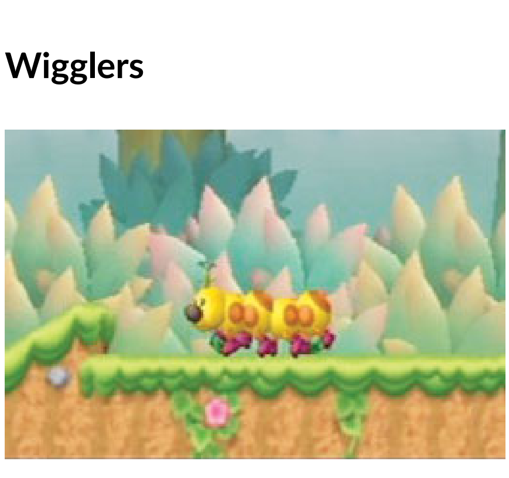
Bullet Bills are speedy, dangerous, and, ironically, often useful! Unfortunately, Bullet Bills usually appear in large numbers since they're shot from small towers with multiple cannons. While Bullet Bills can be frozen with snowballs, the freezing effect is only temporary. To eliminate a Bullet Bill, jump onto it and knock it down. Of course, this is usually easier said than done because they're very fast.

If you're surrounded by Bullet Bills and cannot jump on top of them, rush under them or try to speed past. If you reach one of the cannons, they'll stop firing as long as you're standing directly next to them. Some Bills are so big they're King Bills! These hefty bullets can be stomped just like other, smaller Bullet Bills but might be harder to reach. The Mario-seeking Missile Bills won't follow a straight path, but instead follow Mario wherever he goes!

Tip

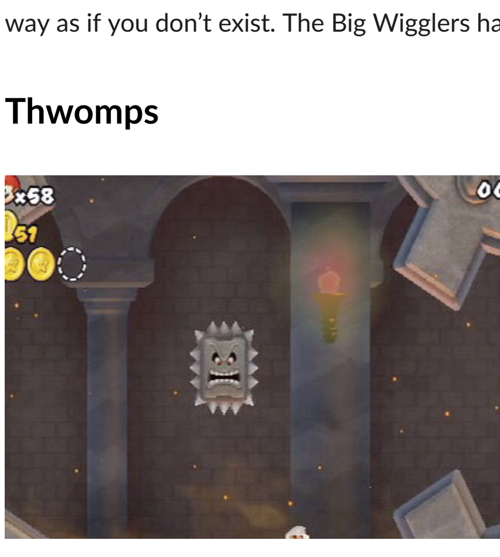
Try to jump off Bullet Bills to reach high places!

Wigglers



Wigglers are harmless creatures, unless you anger them! Jump on them to make them red with rage! You can bounce on them all you want, but it will only keep them angry. To dispose of the Wigglers, use shells or other objects. Big Wigglers won't even notice if you jump on them. In fact, they'll continue to walk along their merry way as if you don't exist. The Big Wigglers have bouncy skin, so use them to bounce off and reach high places, too!

Thwomps

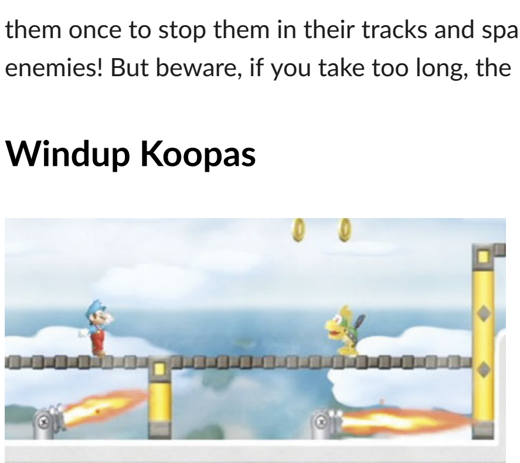


Thwomps are stone creatures that will try and crush you if you get too close! There's no way to defeat a Thwomp without a Star power-up, no matter what size it is, so your only course of action is to dash past them before they fall!

Bob-ombs

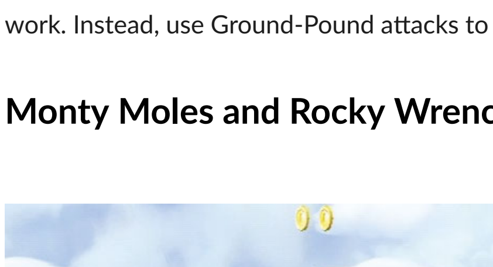
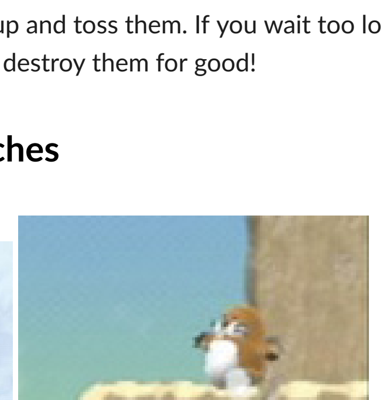
The most explosive of Mario's foes, Bob-ombs are small walking bombs! Jump on them once to stop them in their tracks and spark their fuse. Then, once they are lit, grab the Bob-omb and use it against other enemies! But beware, if you take too long, the Bob-ombs will detonate on their own, so steer clear!

Windup Koopas

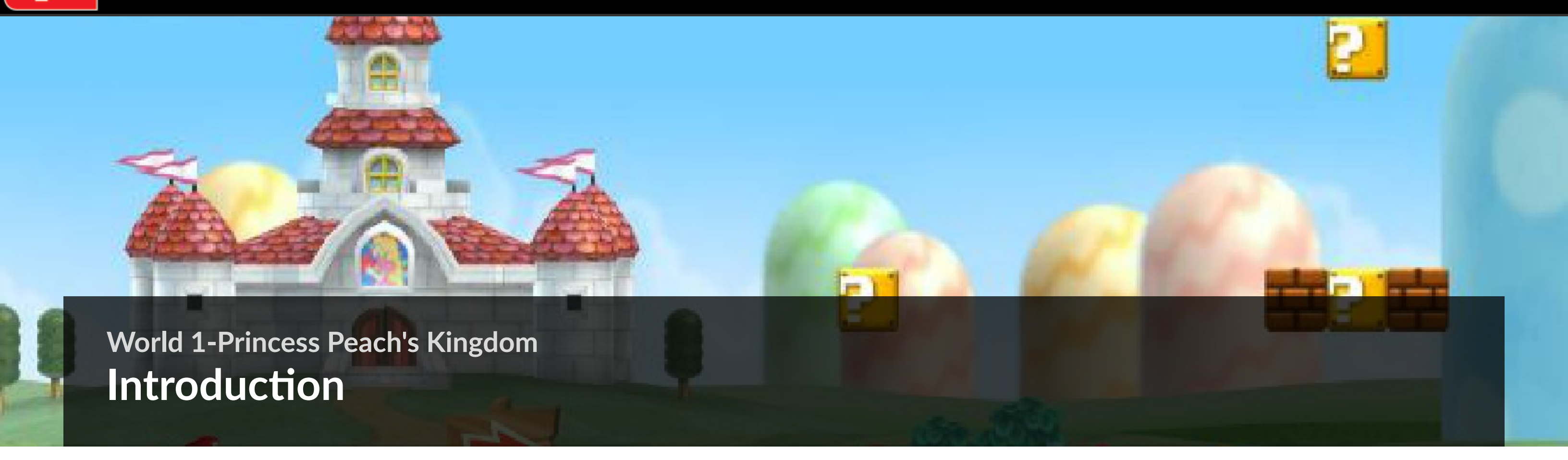


These mechanical menaces have only one mission: to continue walking until they hit Mario! Unfortunately, while you can stop them, you can't destroy them easily. Pounce on them once to make them stop in their tracks. You can then pick the enemies up and toss them. If you wait too long, though, they'll wind back up and get back to work. Instead, use Ground-Pound attacks to destroy them for good!

Monty Moles and Rocky Wrenches

Monty Moles and Rocky Wrenches are sneaky little creatures. Usually they're satisfied to just hide in the earth. But once Mario gets near, Monty Moles will pop out and begin to give chase! Rocky Wrenches, on the other hand, only pop up and hurl wrenches at the plumber. Unfortunately, Mario's plumber's tool box has enough wrenches as it is. Luckily, both enemies can be easily dispatched with a well-timed stomp on their heads!



World 1-Princess Peach's Kingdom

Introduction

A Not-So-Happy Birthday!

Today is Princess Peach's birthday!

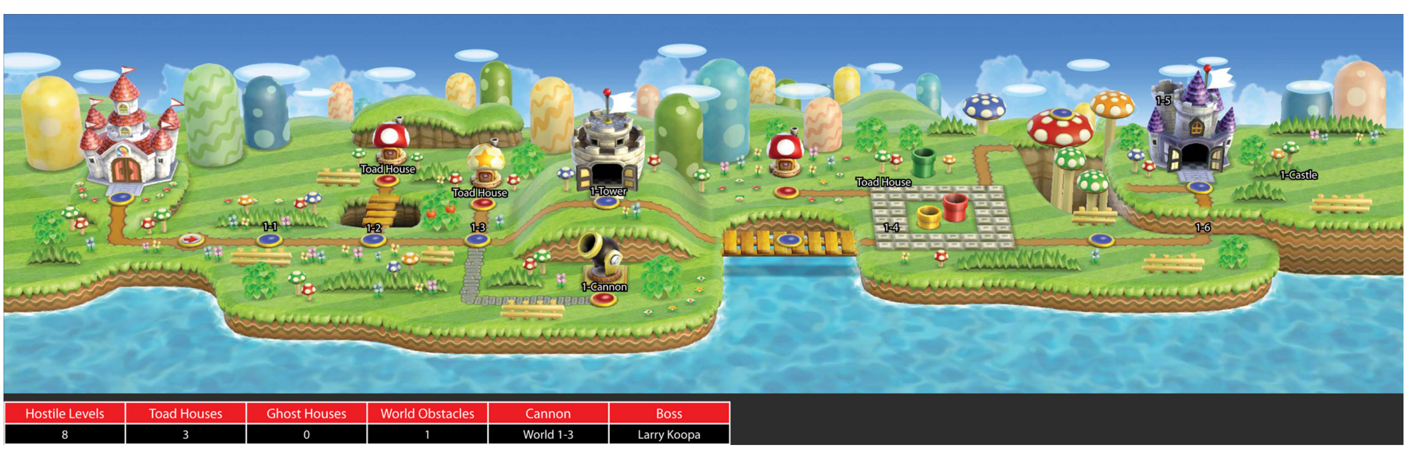
It was a bright sunny day in the Mushroom Kingdom and all of the people of the land were celebrating. For this was not just any other day, it was Princess Peach's birthday!

Just when Mario and the gang were ready to give the Princess her gifts, Bowser's bratty kids crashed the party! They pounced from within her cake, snatched Princess Peach, and made off with her in their Sky Ship!

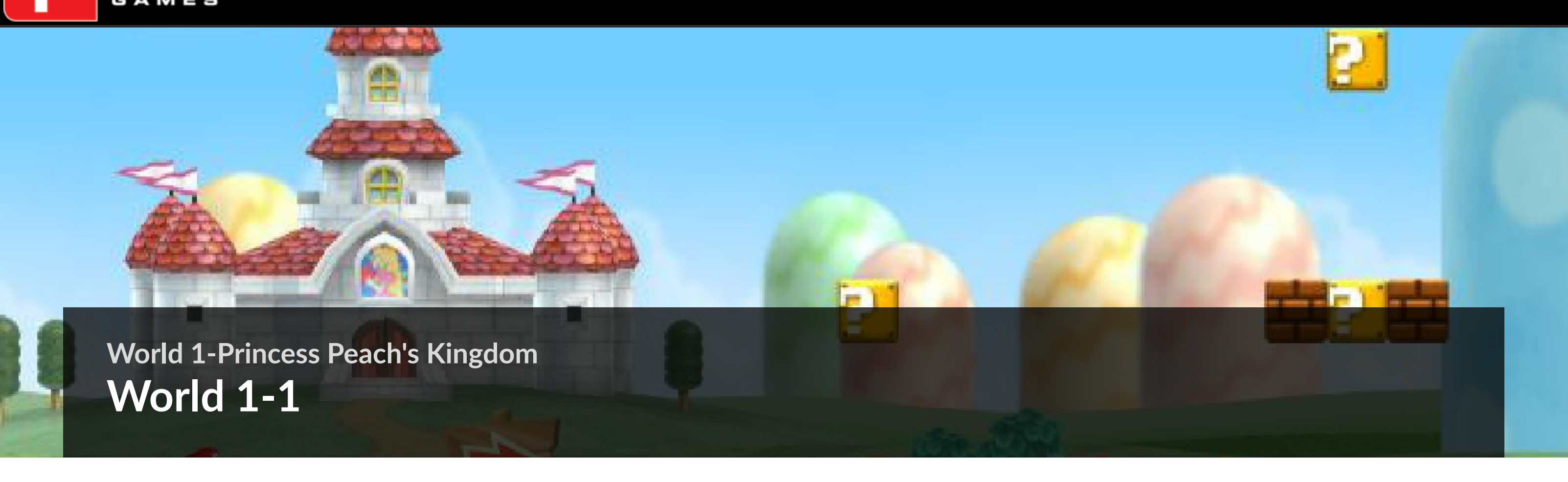
Though Mario, Luigi, the Toads, and the other partygoers gave chase, they were unable to catch the speedy vessel. Luckily, a Toad thought quickly and fired several Penguin and Propellerhead power-ups from a portable cannon. As the power-ups fell from the sky, they landed all across the Mushroom Kingdom.

World 1-Princess Peach's Kingdom

Though this world is closest to Princess Peach's castle, it's not without its share of dangerous creatures. Luckily, the majority of baddies in this World are standard, garden-variety nuisances like Goombas and Koopas. Consider this world your warm-up.

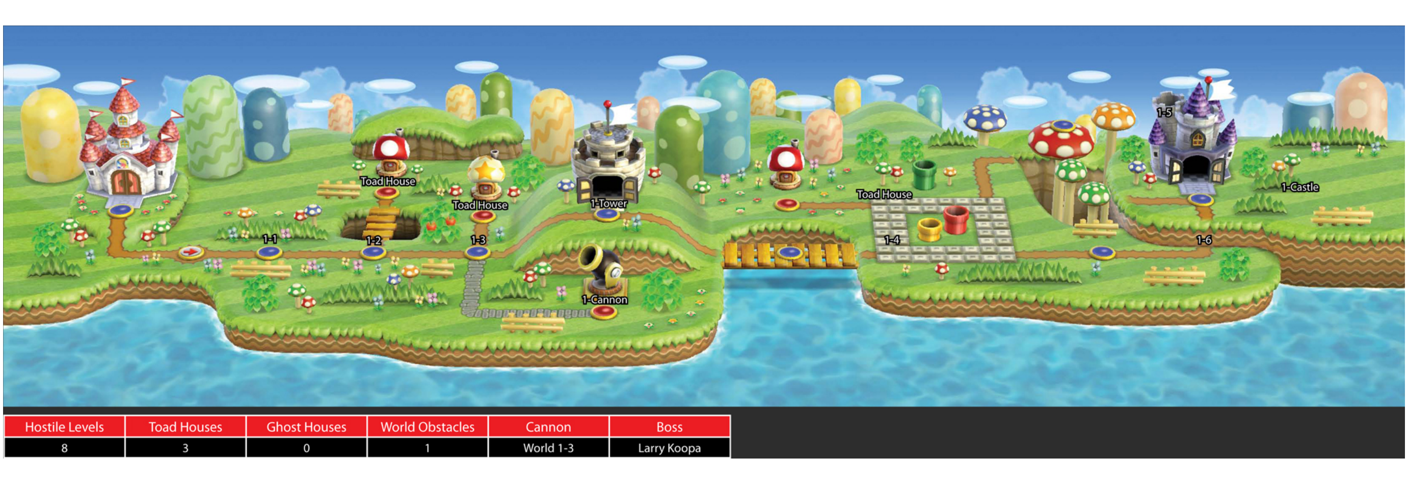


Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
8	3	0	1	World 1-3	Larry Koopa



World 1-Princess Peach's Kingdom

World 1-1



Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
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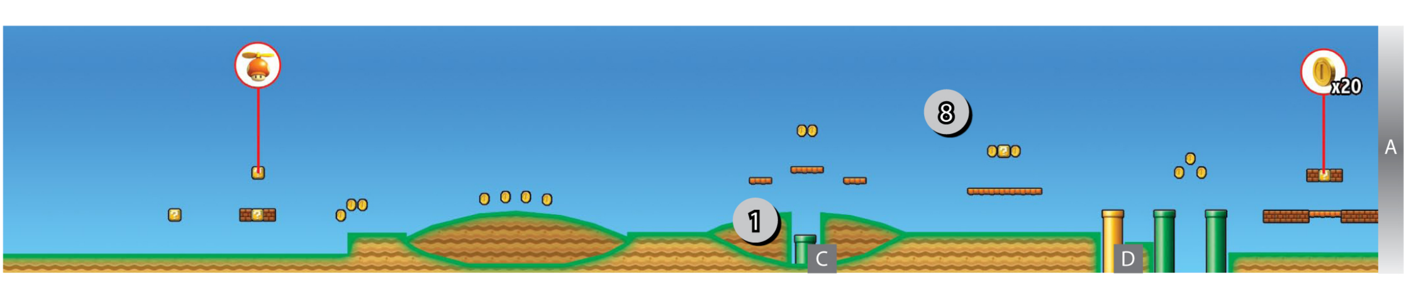
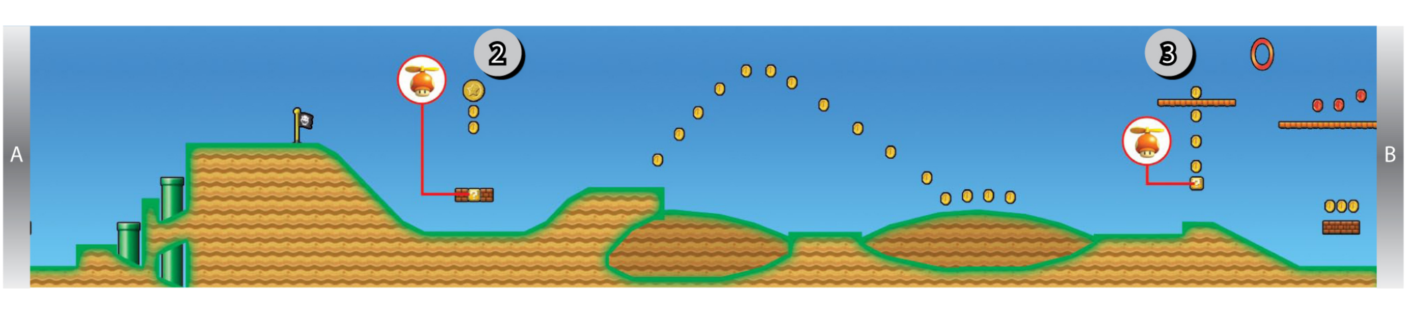
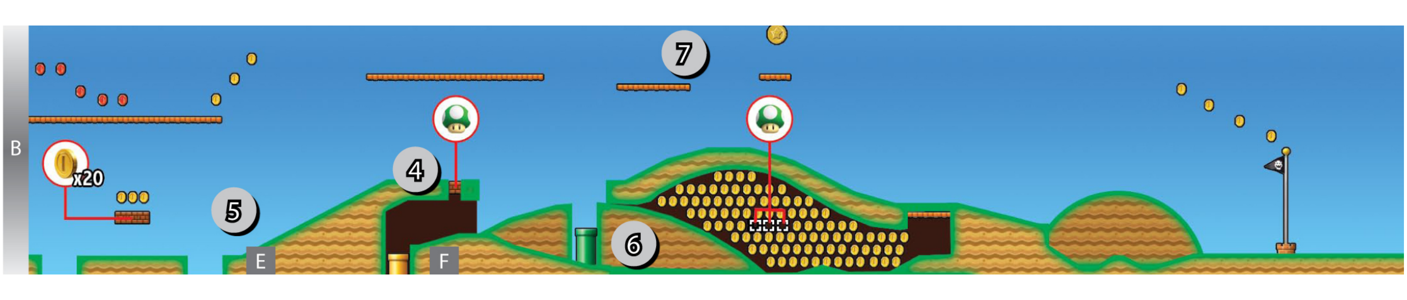
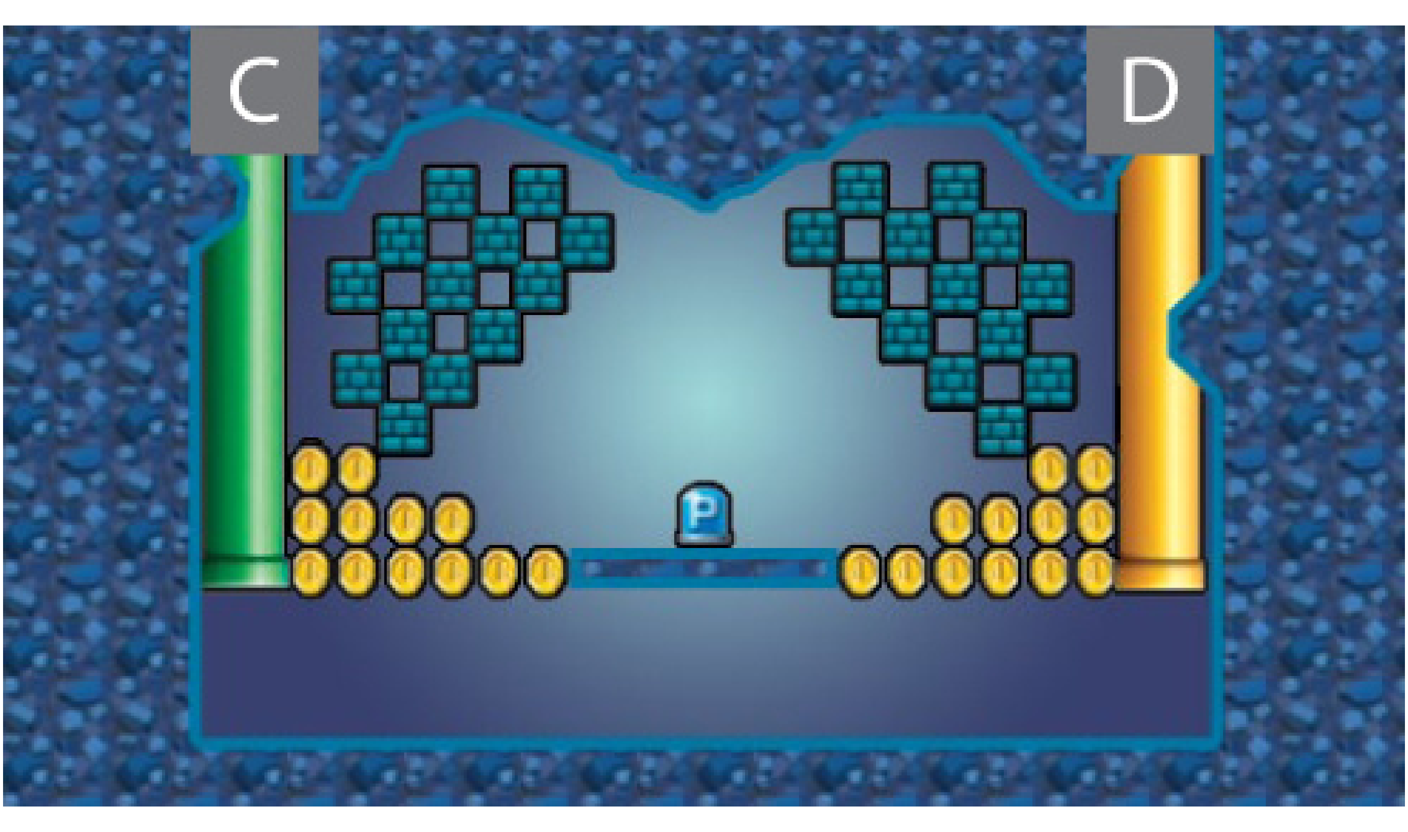
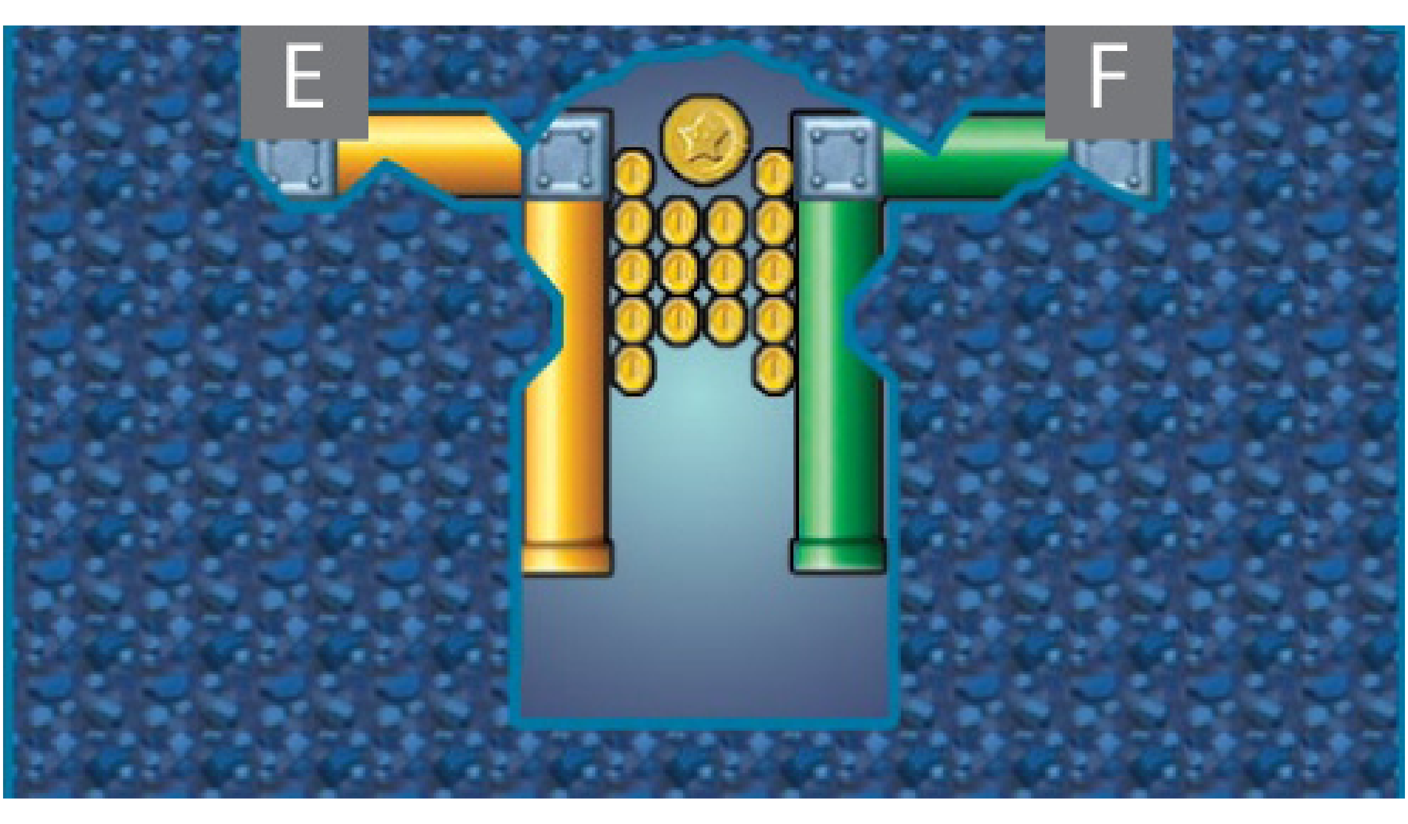
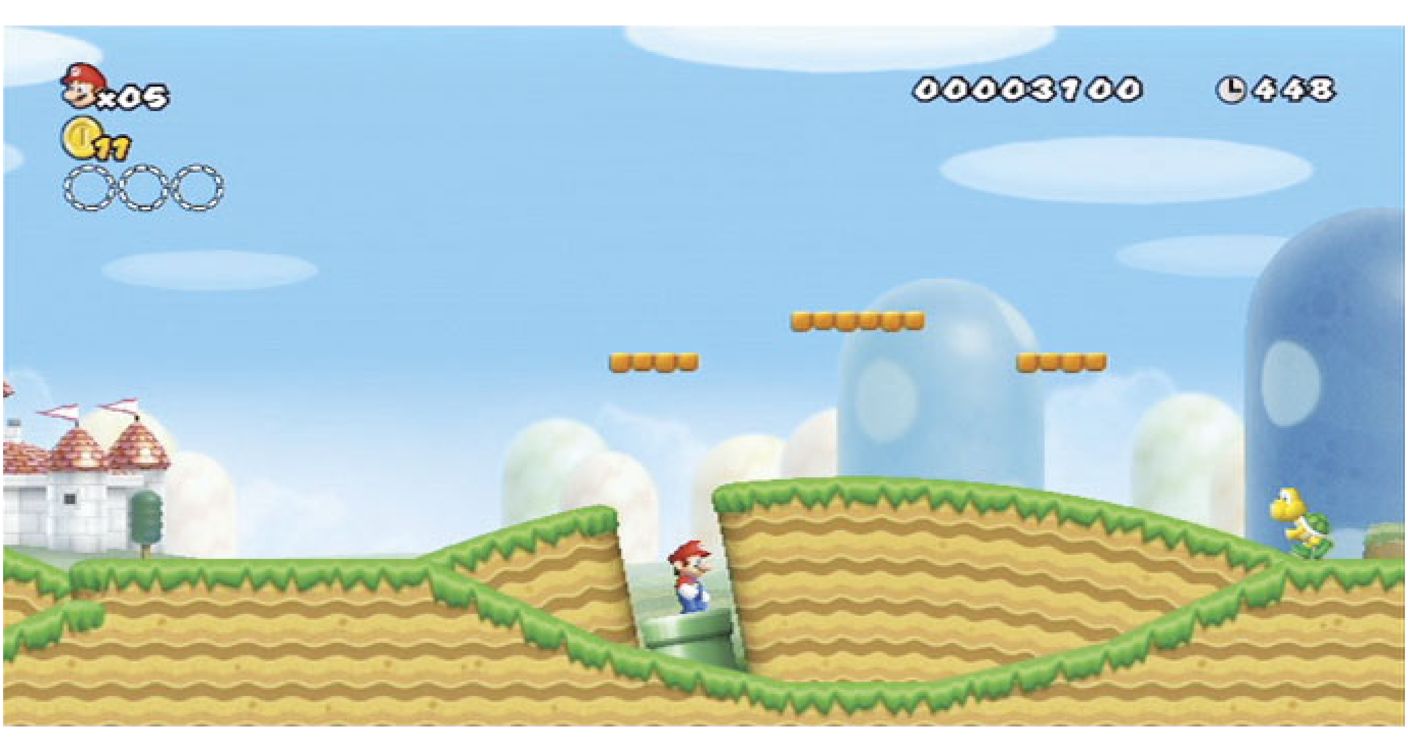






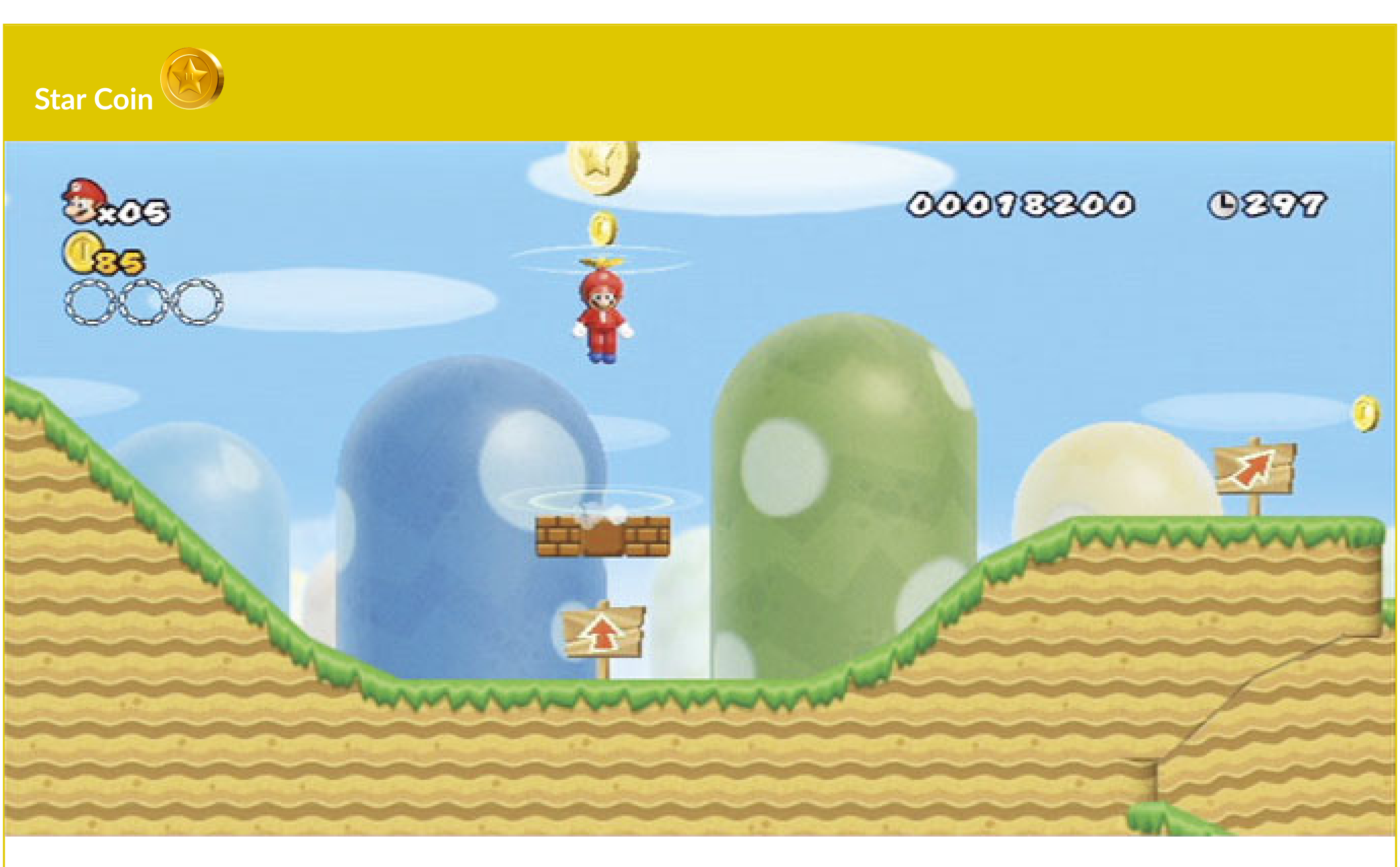






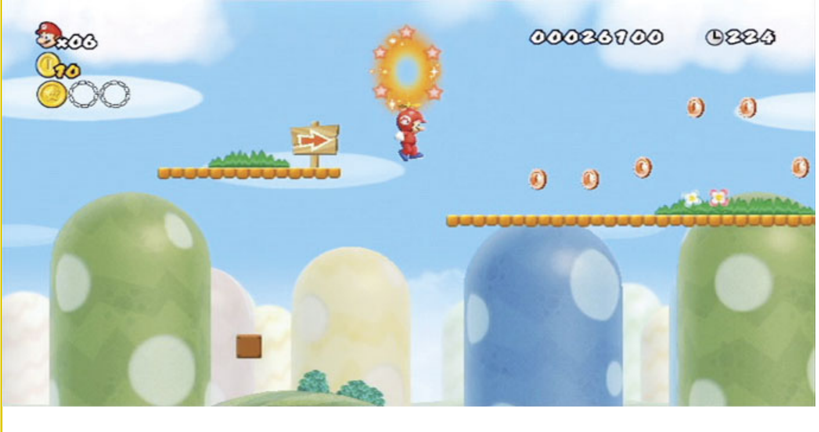
① Slow down, speedy! Before rushing across this spinning mound of earth, wait until the rotating mound reveals a pipe. Slide down the pipe to find an underground cavern with a P Switch and a small cache of riches.

Star Coin



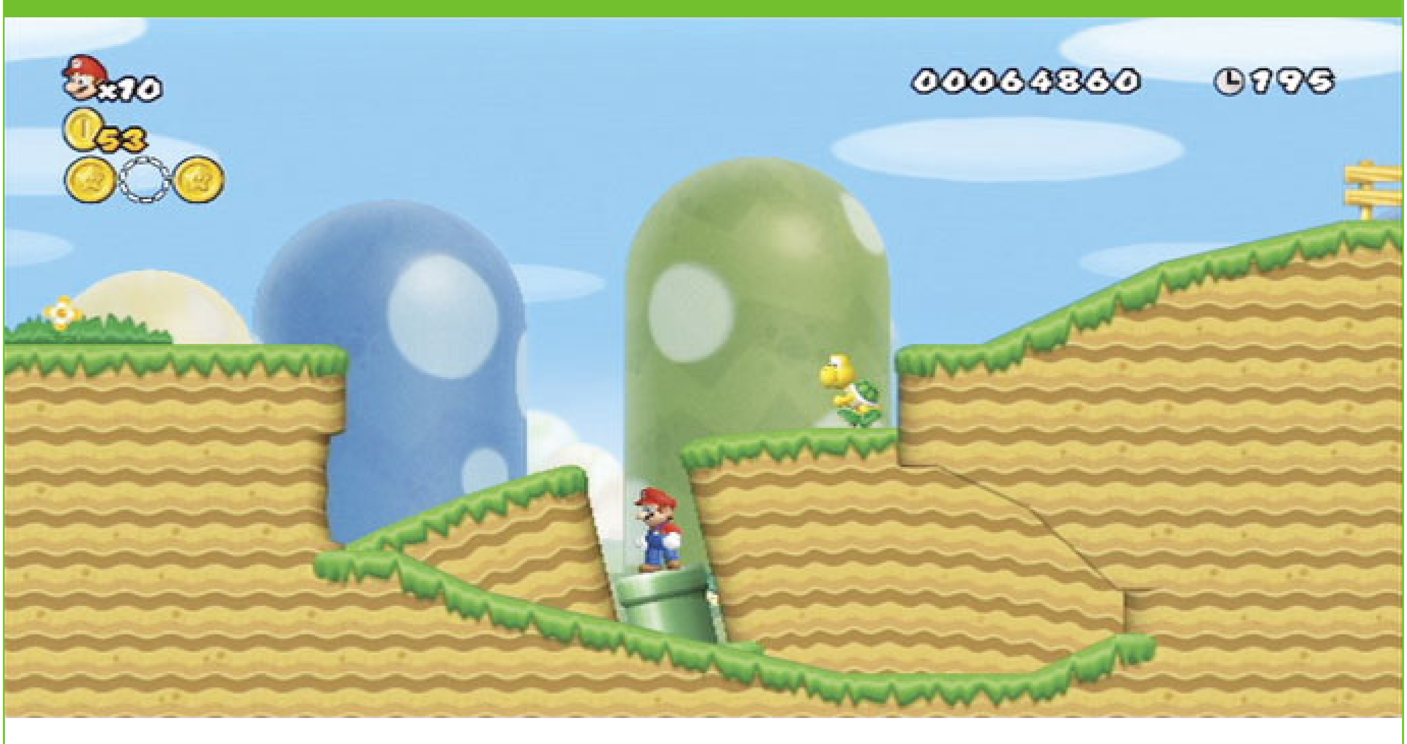
② Bust the block at Point 2 just above the sign with the arrow pointing up, and find your first Propellerhead power-up! After grabbing it and transforming in to Propellerhead Mario, use your new soaring skills to fly straight up and grab your first star coin! Don't get accustomed to things being this easy, however. We're still in World 1-1, remember?

Red Ring Riches

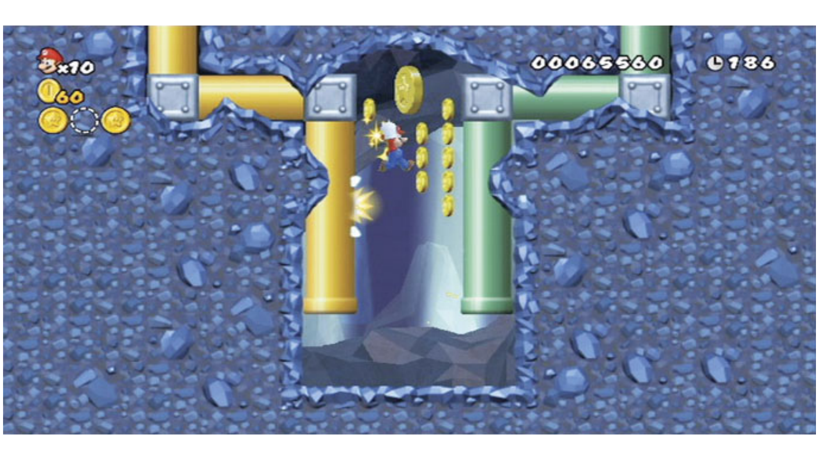


③ As Propellerhead Mario, fly up onto the platforms high above the ground and leap through the Red Ring. When you do, it'll expose eight red coins that appear for a brief moment. Grab them all and claim your prize! If you don't get them all in time, you'll have to come back and try again after you've beaten this level.

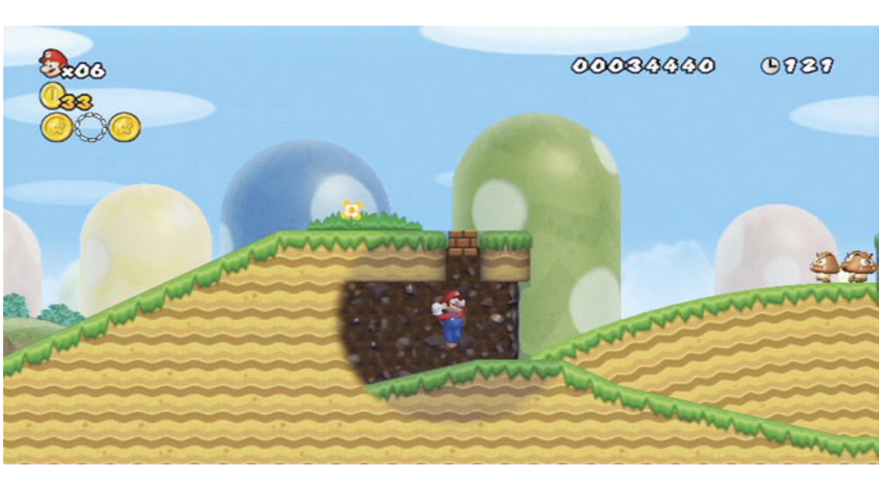
Star Coin



④ The second Star Coin is hidden underground. Look for a hidden pipe embedded in the spinning mound of earth at Point 4. Wait for the mound to spin around and reveal the pipe (it can take quite a while), then slide down.



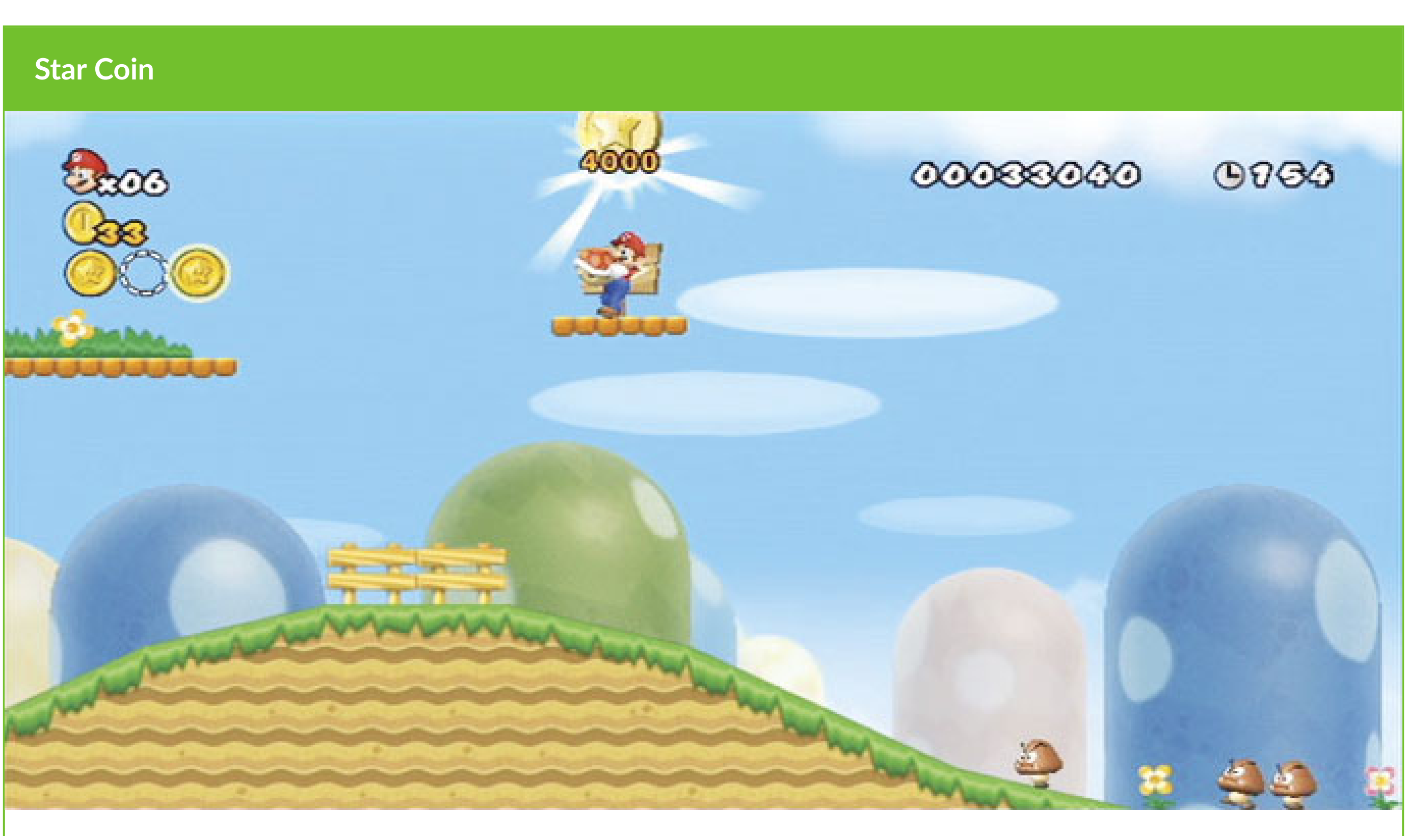
Once you're underground, Wall-Jump from pipe to pipe until you reach the Star Coin!



⑤ Don't forget to grab the hidden 1-Up Mushroom inside a small alcove as you emerge from the underground cavern holding the second Star Coin. Before you exit to the right, out of the alcove, look up to find a Block. Jump up to hit the bricks and collect your 1-Up Mushroom!

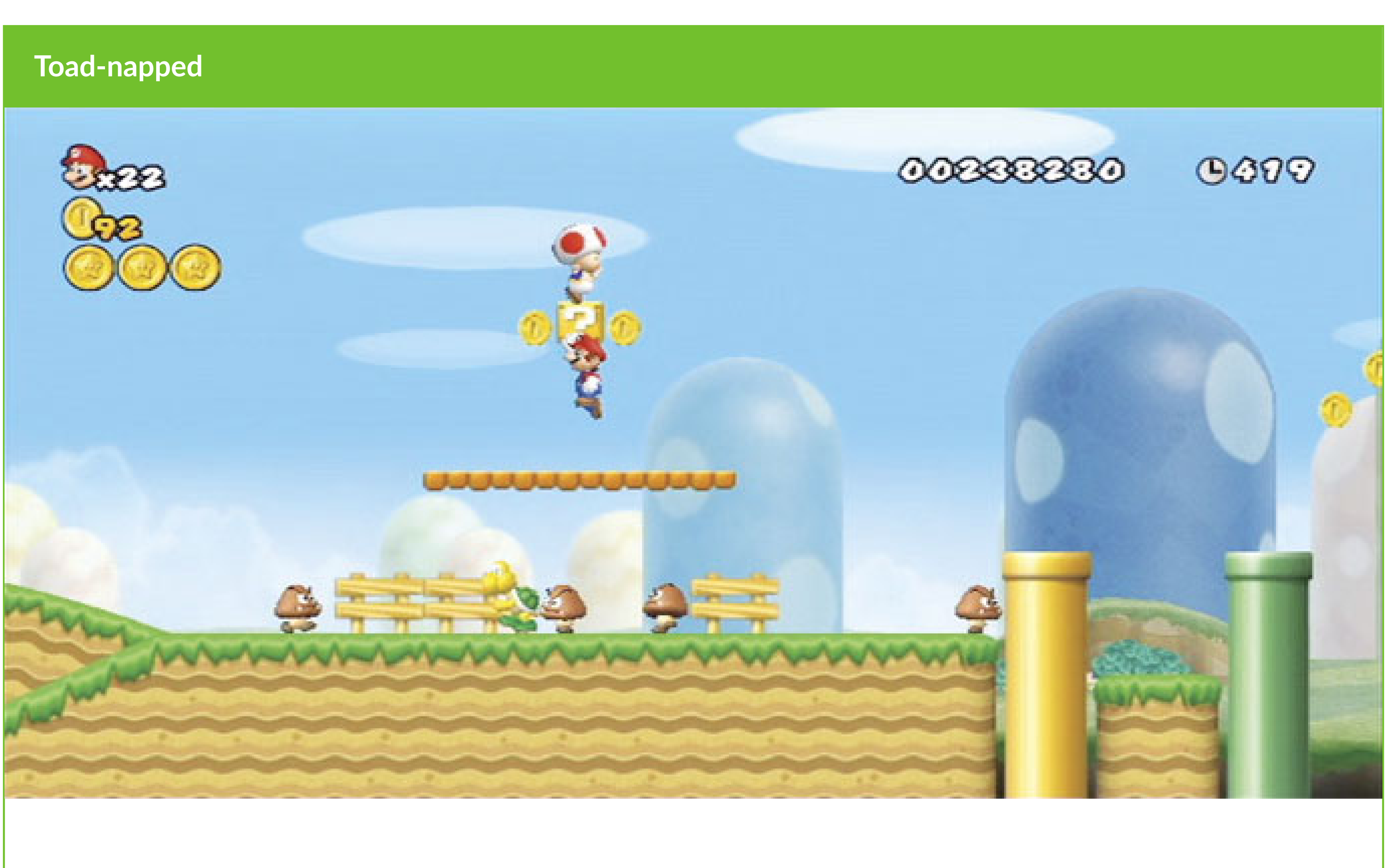
⑥ If you don't go down the pipe, stay on top of it and you'll find a hidden area with three 1-Up Mushrooms and a lot of coins!

Star Coin

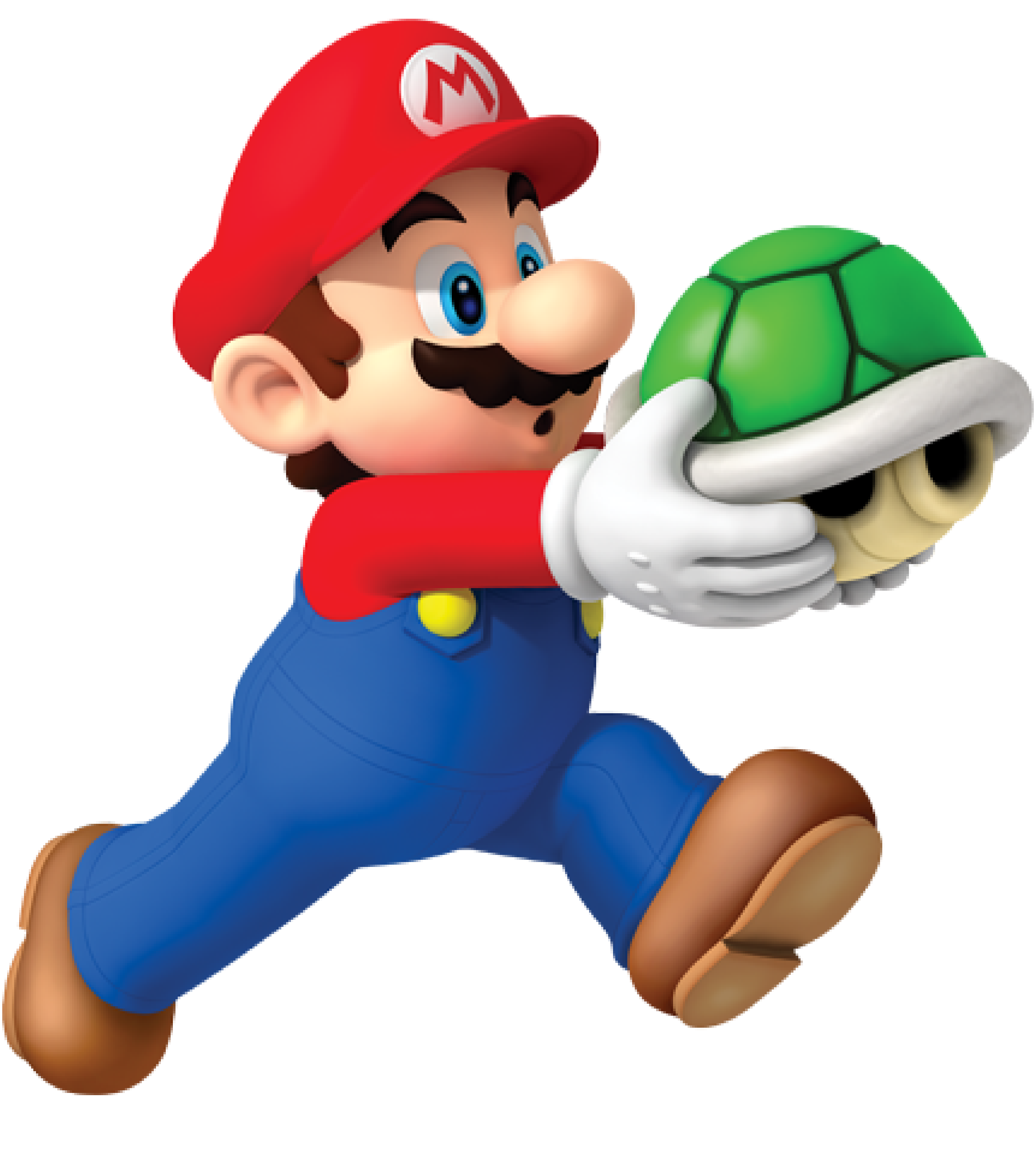


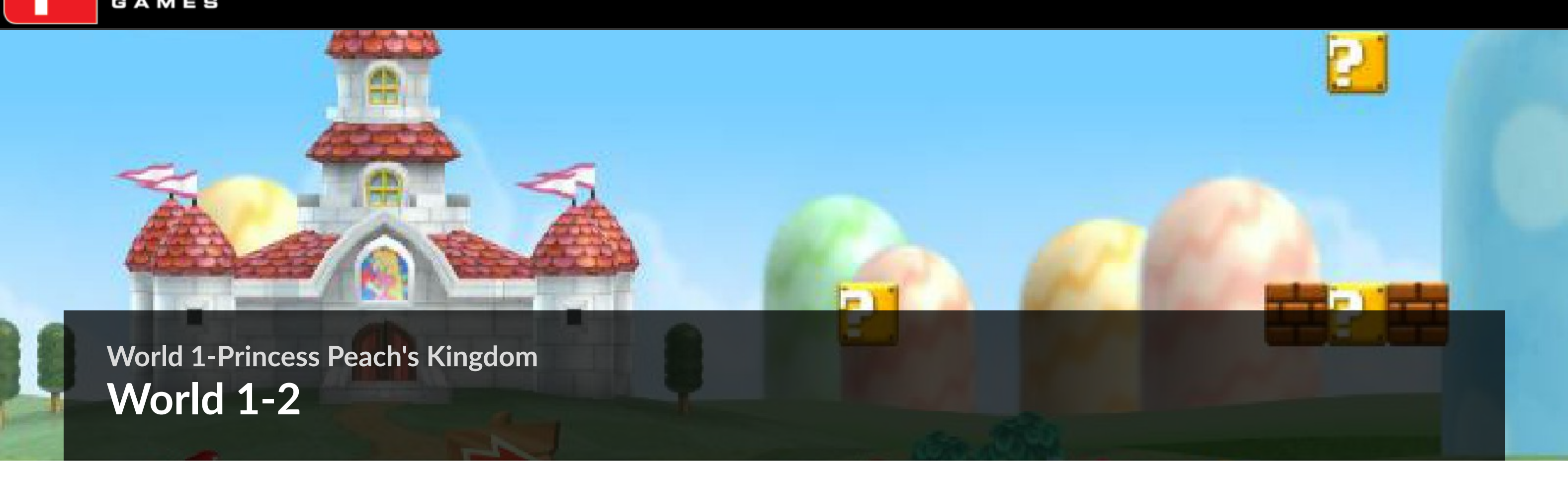
⑦ The third Star Coin on this level is on a small platform high above the ground. Fly up there as Propellerhead Mario and grab it!

Toad-napped



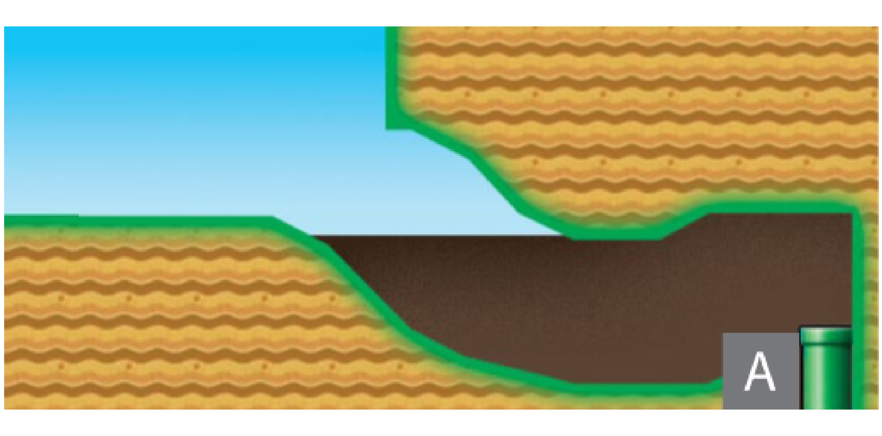
⑧ Toad has been stuffed into the ? Block at Point 7! After freeing him from his cube prison, pick up your little buddy and tote Toad all the way to the end of the level.

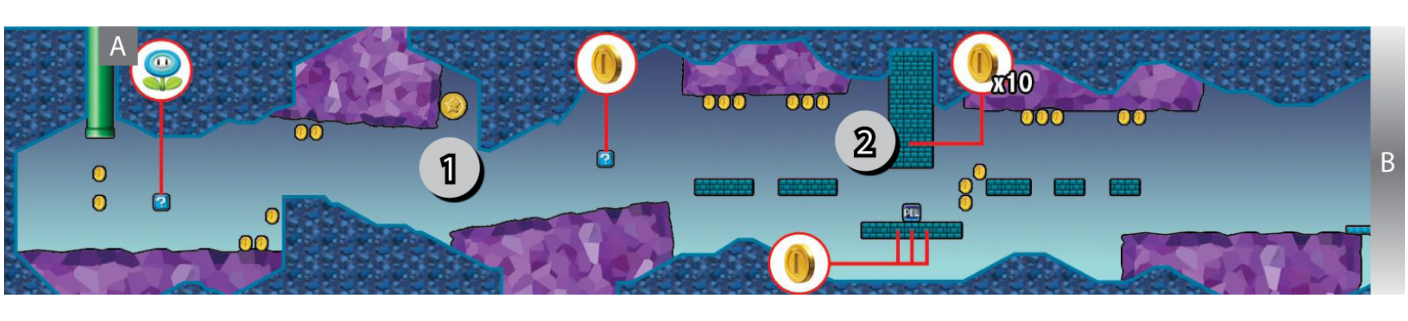


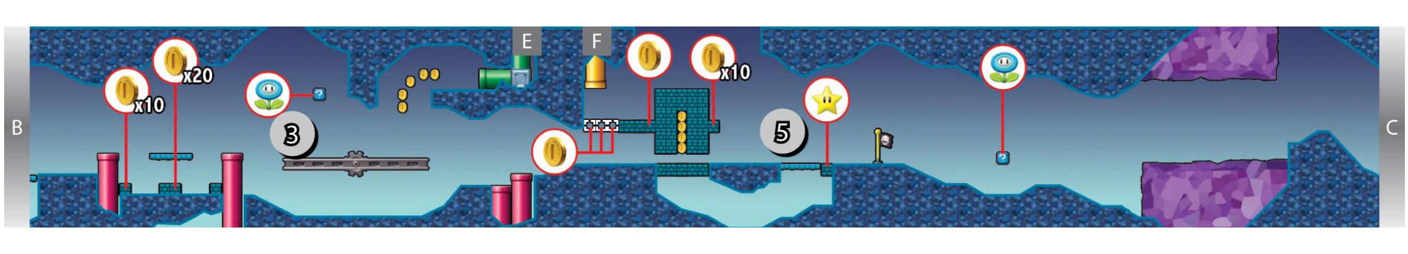


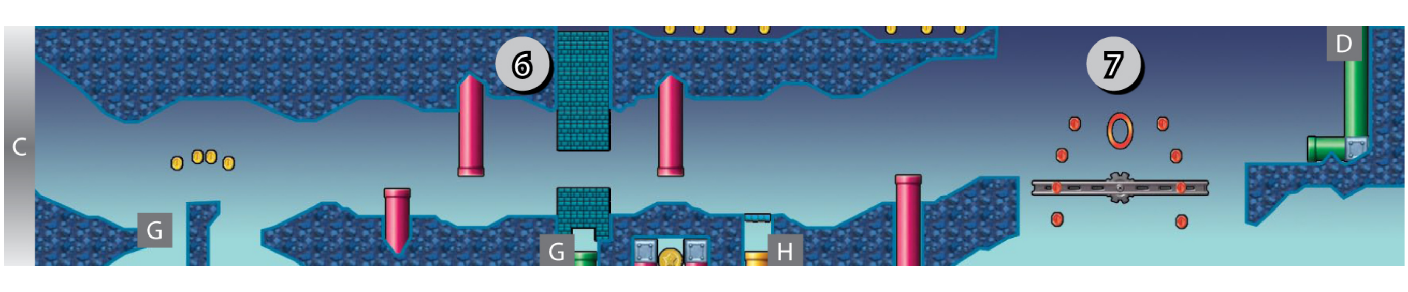
World 1-Princess Peach's Kingdom

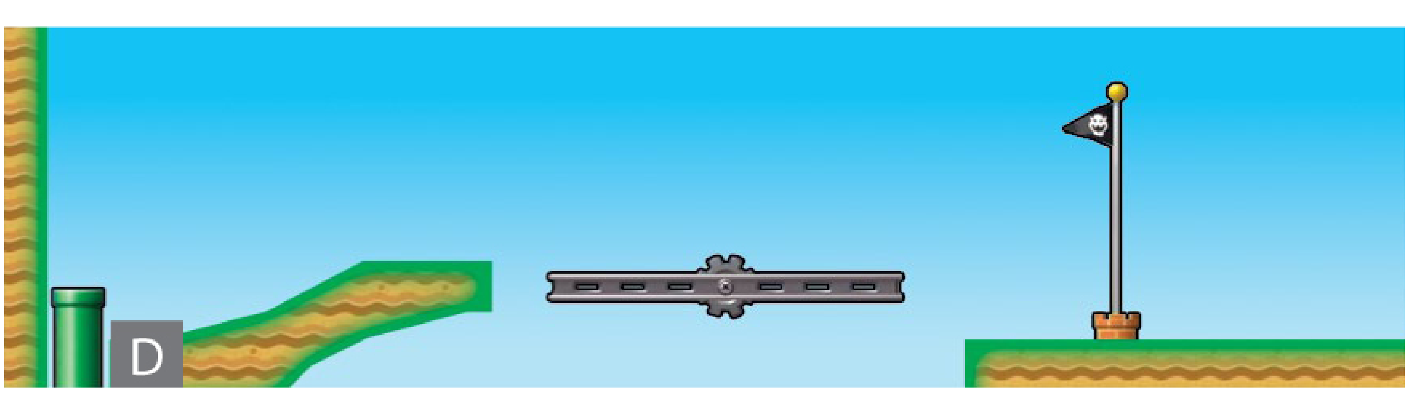
World 1-2

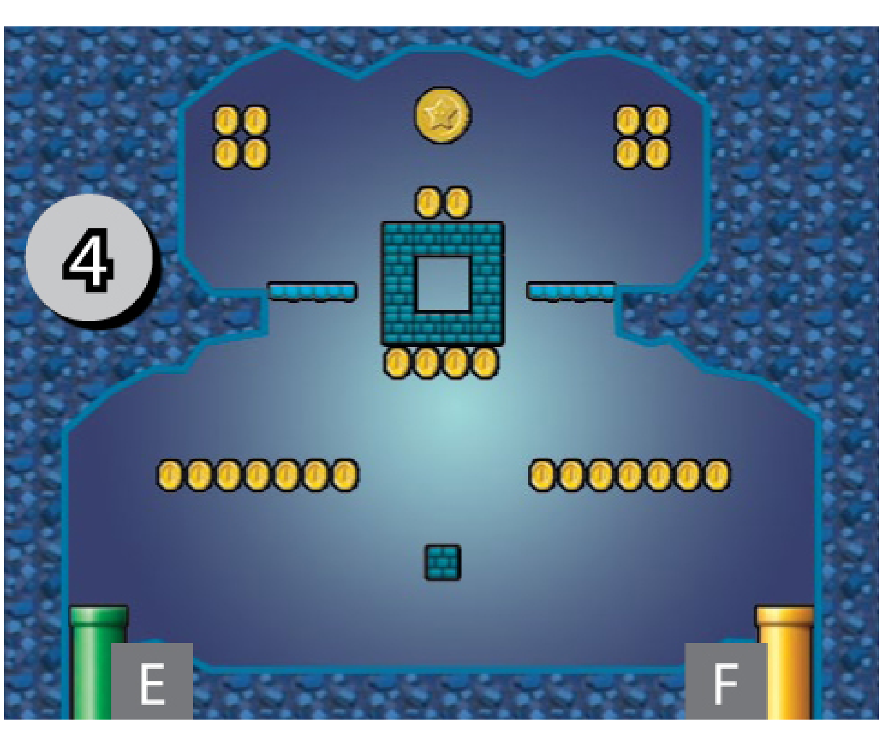


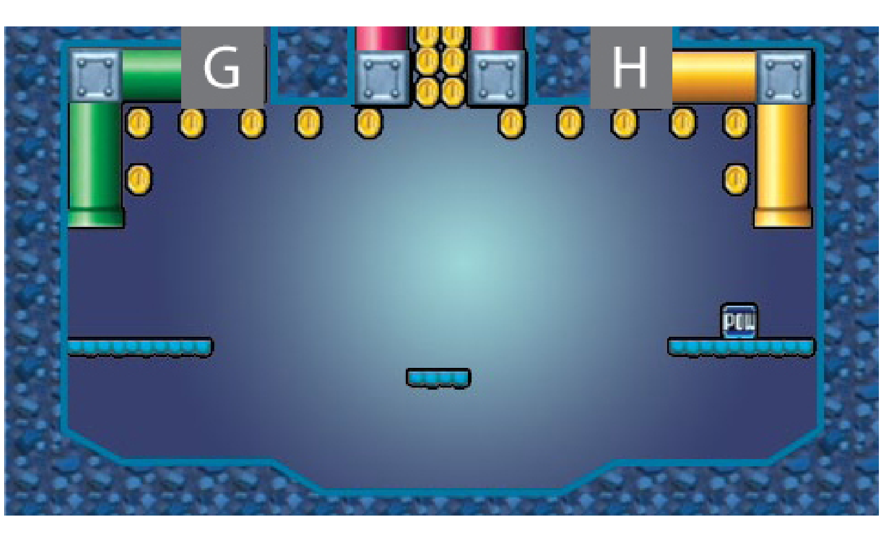




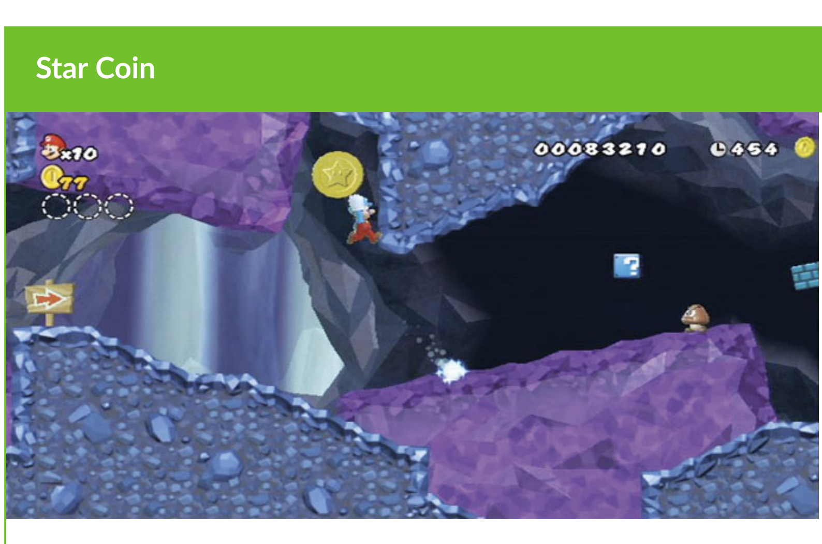




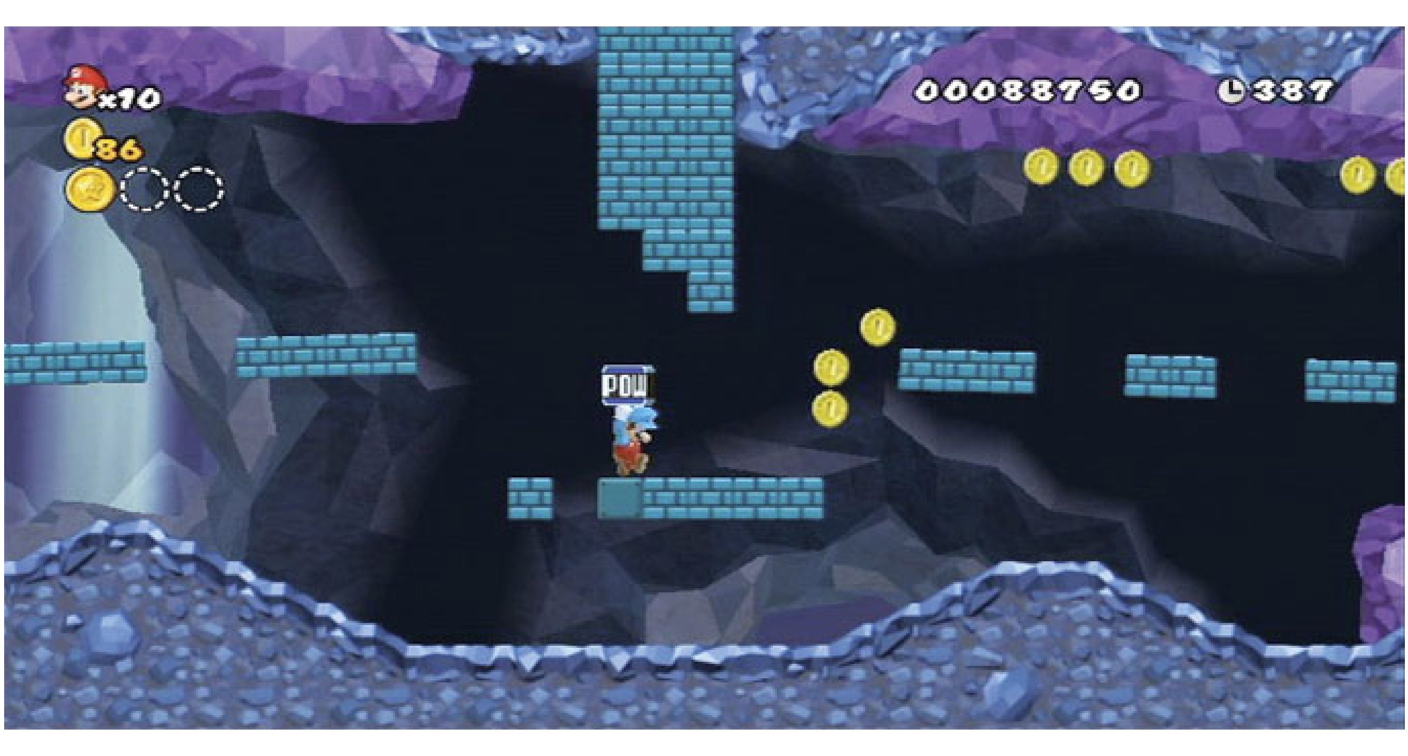




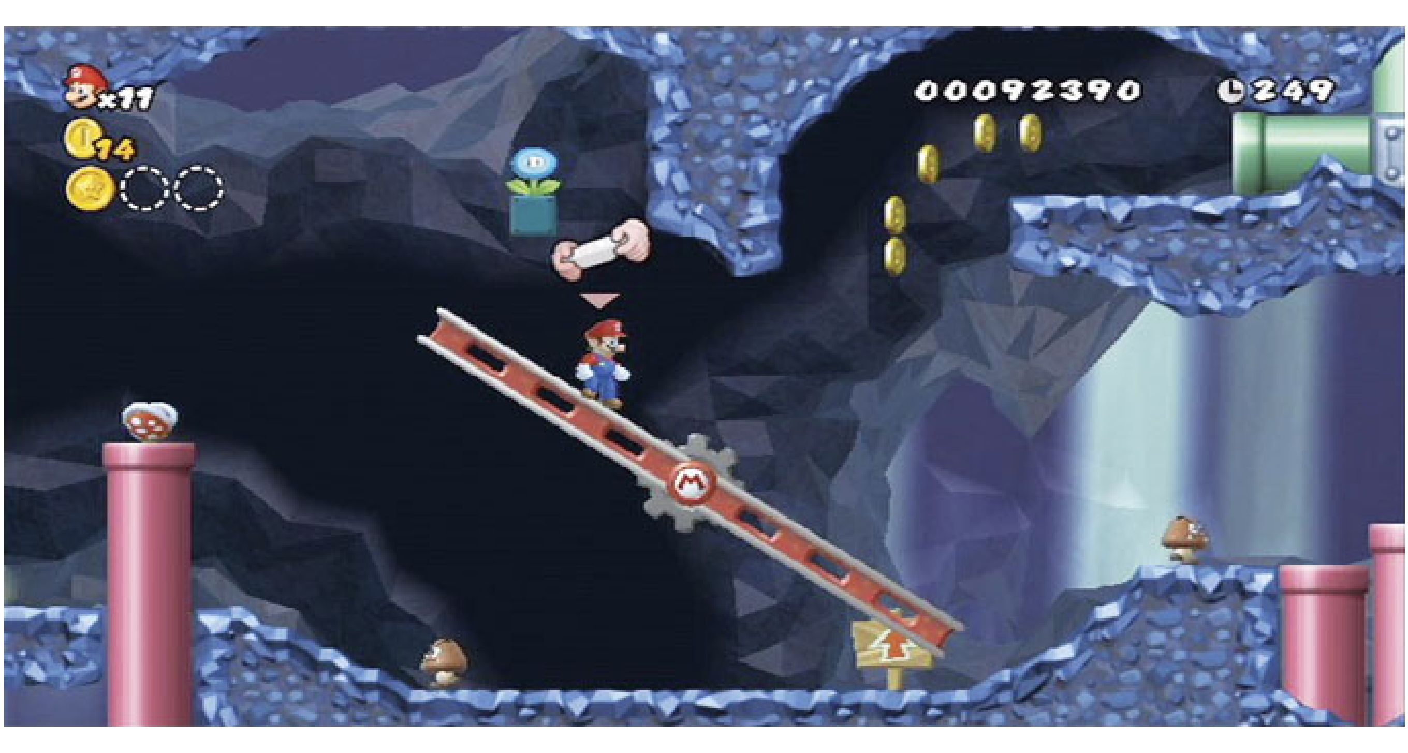
Star Coin



① The first Star Coin is available at the beginning of the level. After you've gone down the pipe into the underground level, wait for the large, shifting section of the ceiling to swing left. When it does, get a running start and Wall-Jump off the right ledge and grab the Star Coin. Just be careful as you come back down, or you might run into a Goomba!



② Grab the POW Block and carry it forward a little bit. Toss the POW Block to force the entire level to shake and bring down the coins hanging over head. Not only does the POW Block shake coins loose, it also destroys all of the enemies on-screen!

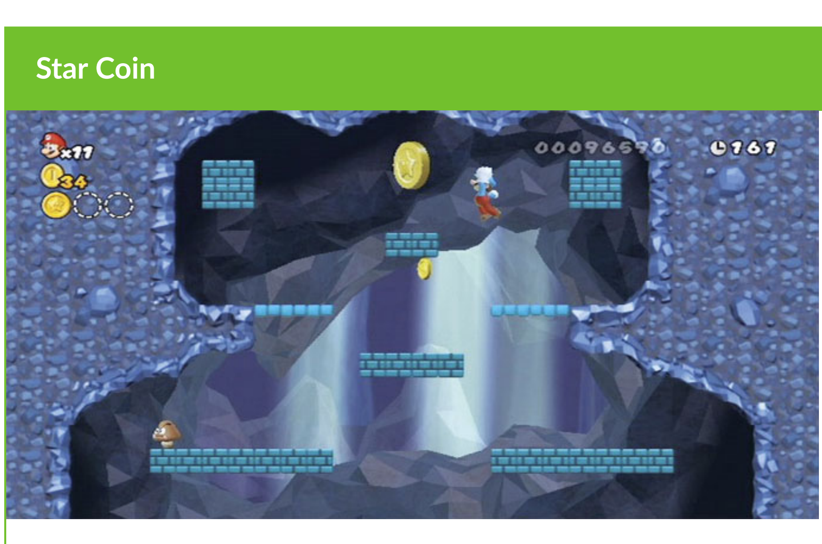


③ Stand on the girder and tilt the Wii Remote right to reach the ? Block. After grabbing the power-up in the ? Block, tilt the Wii Remote left to reach the pipe on the right side of the screen.

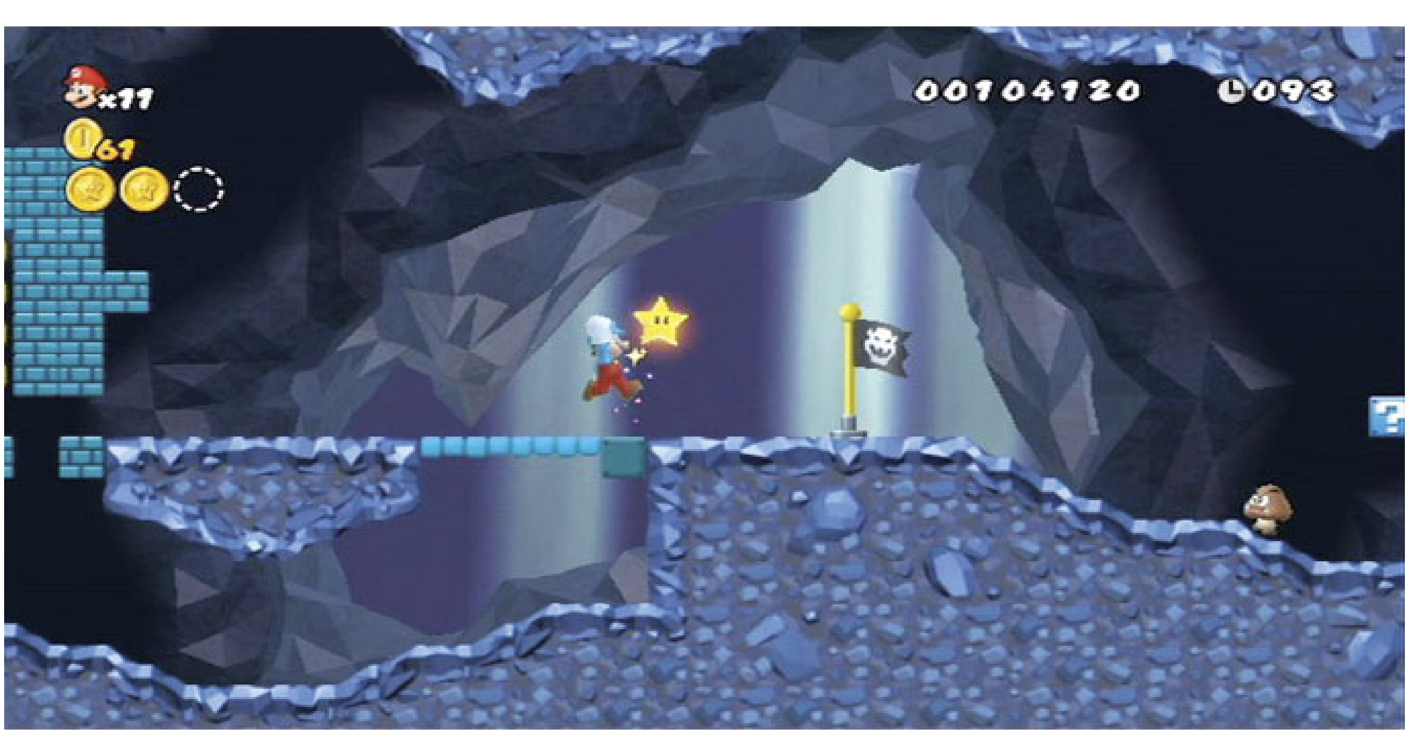
Note

The girder will only stay in its tilted position as long as Mario is on it and the Wii remote remains tilted. If Mario gets off the girder or if the Wii remote is held level again, the girder will return to its flat state.

Star Coin

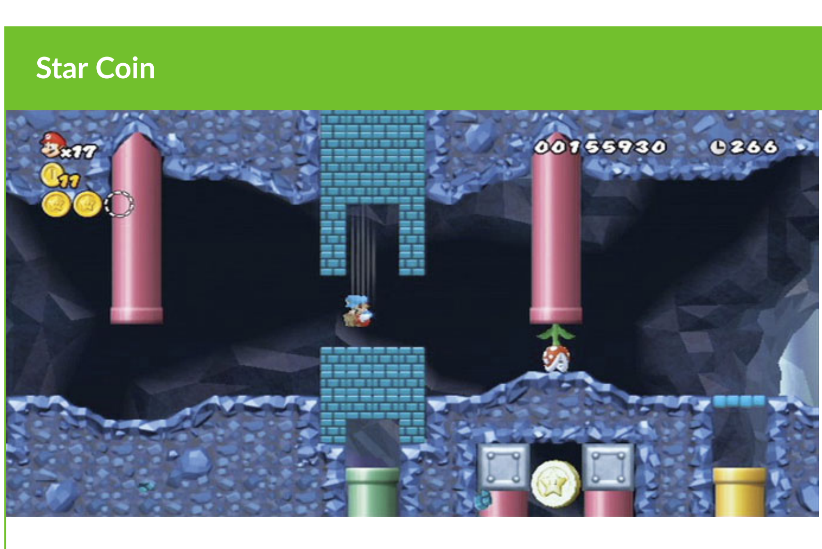


④ Enter the pipe at Point 3 to find a room with a P Switch and several coins. Do not grab any of the coins yet! Instead hit all of the Invisible Blocks surrounding the lone Block, then hop onto newly revealed blocks. Activate the P Switch to turn the coins into Blocks, then jump up the bricks to find the next Star Coin. When the bricks revert to coins, feel free to collect them.

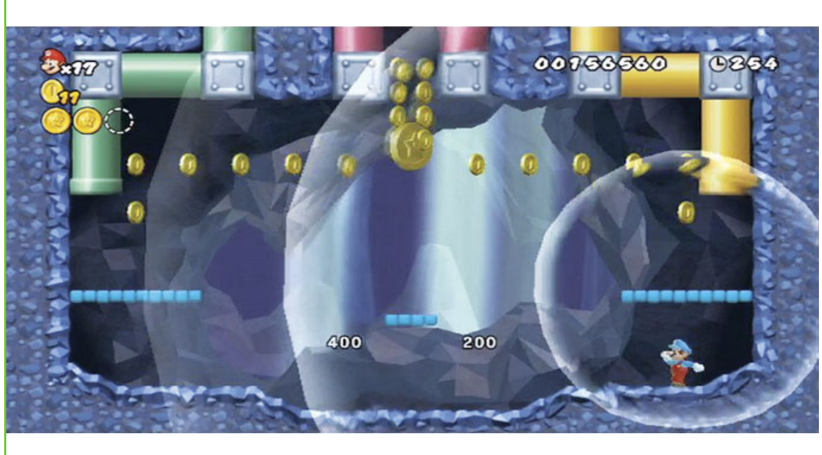


⑤ There's a Star in a block at Point 5. Use a Ground-Pound to bust through the bricks on the left, then hit the Block just left of the Bowser flag. Jump up through the blue floor to grab the Star, then sprint left across the remainder of the level. If you hit all the enemies along the way, you'll score at least two or three 1-Ups.

Star Coin

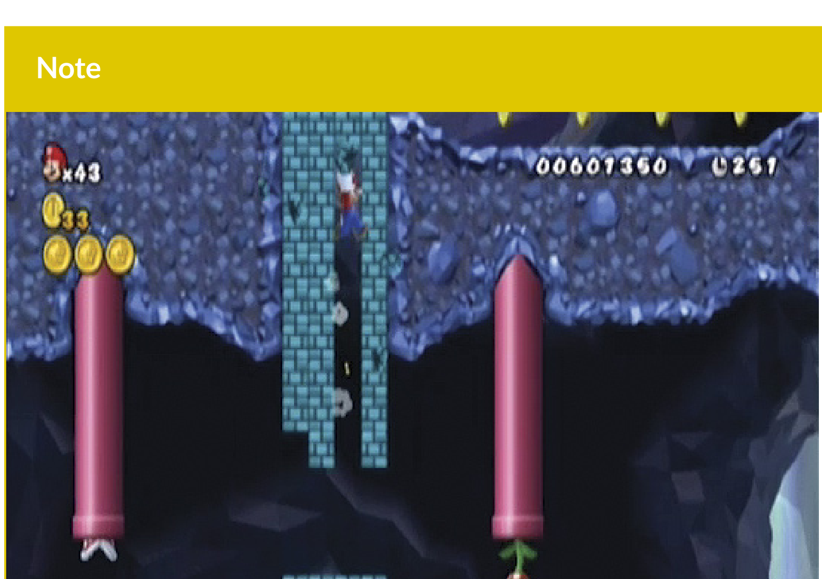


⑥ Stop at Point 6 and clear some jumping room above your head. Once you've got enough room to jump, use a Ground-Pound to bust through the bricks below you and enter the pipe. The pipe leads to an underground passage with several coins and a POW Block. Plus, two Goombas are patrolling.



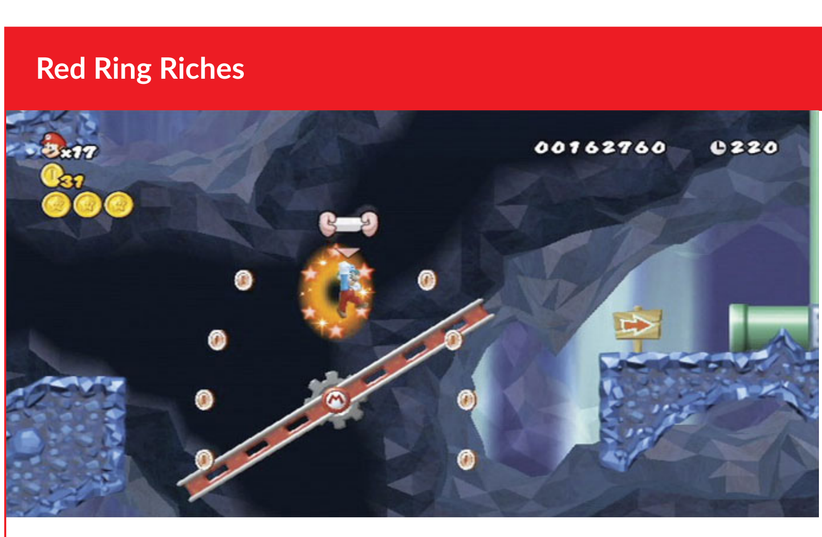
Either hit the POW Block from below or pick it up and toss it to get rid of the Goombas and force the coins, and the final Star Coin, to drop down from above. After you've lined your pockets, use the pipe on the right to go back up to the top level.

Note

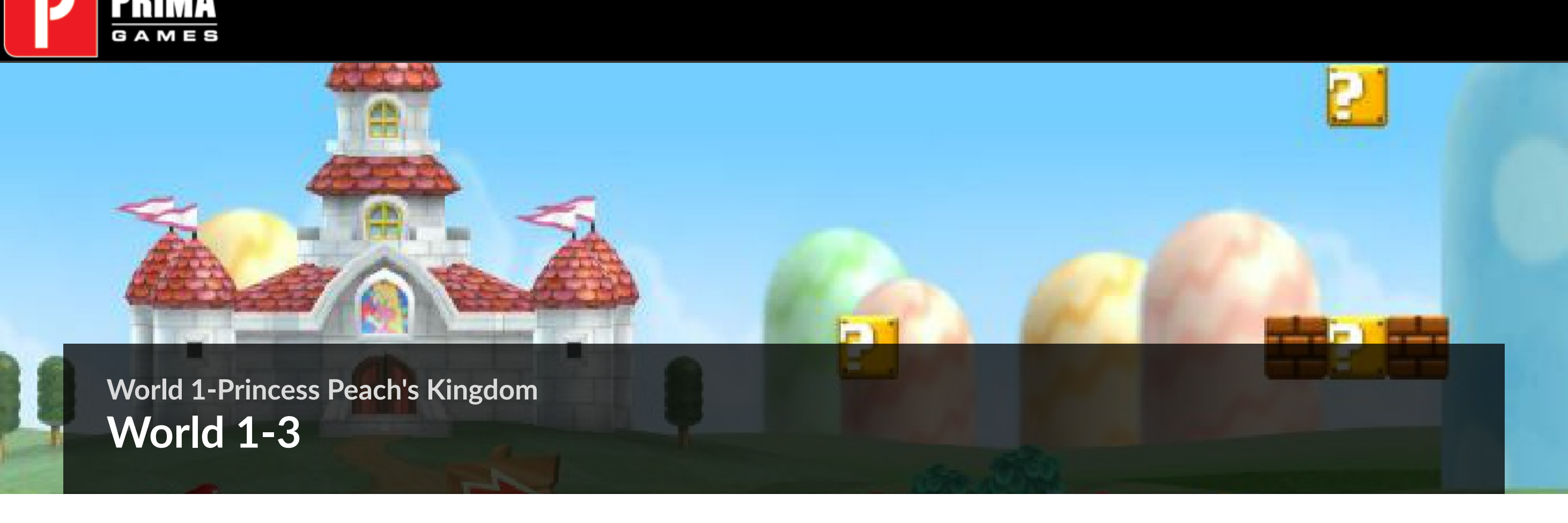


If you smash the blocks above with wall jumps, you can get to the top and run along above the map to pick up 10 more coins.

Red Ring Riches

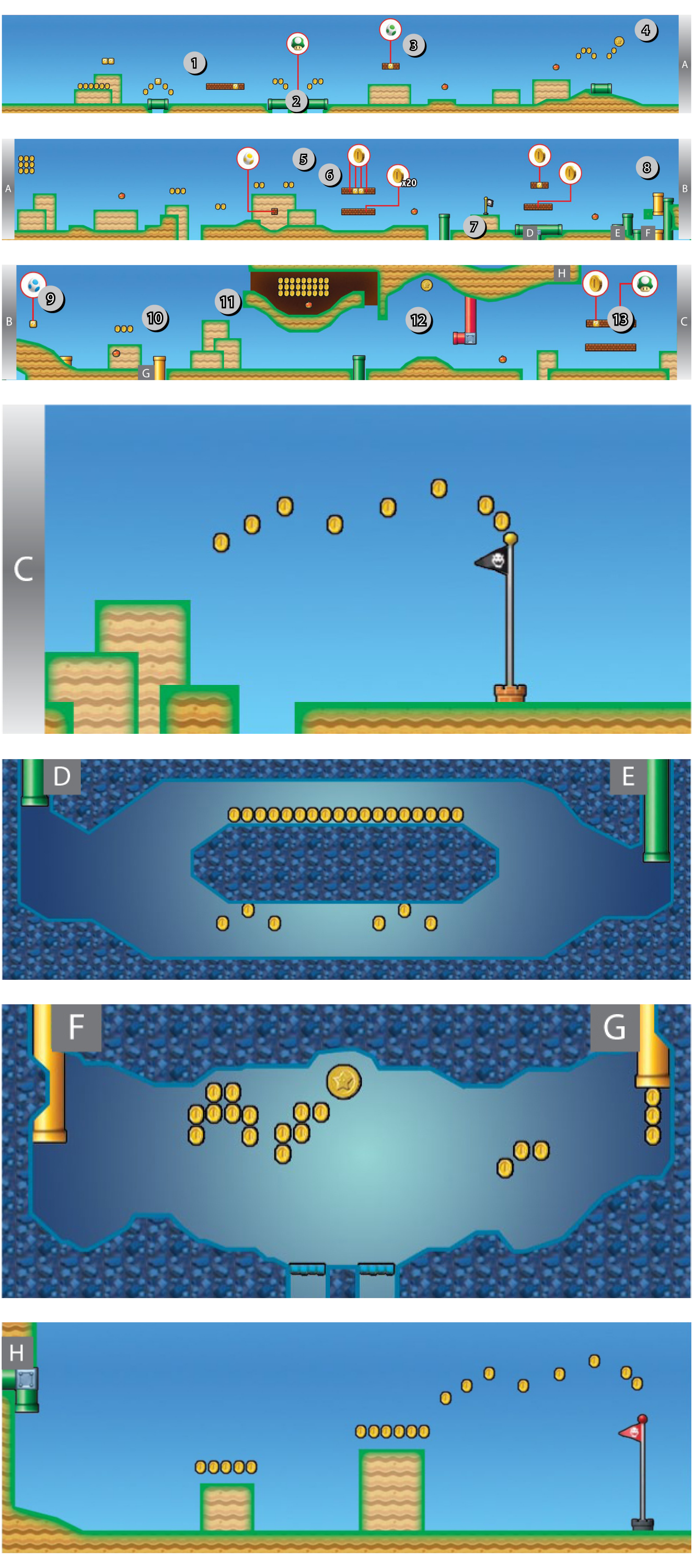


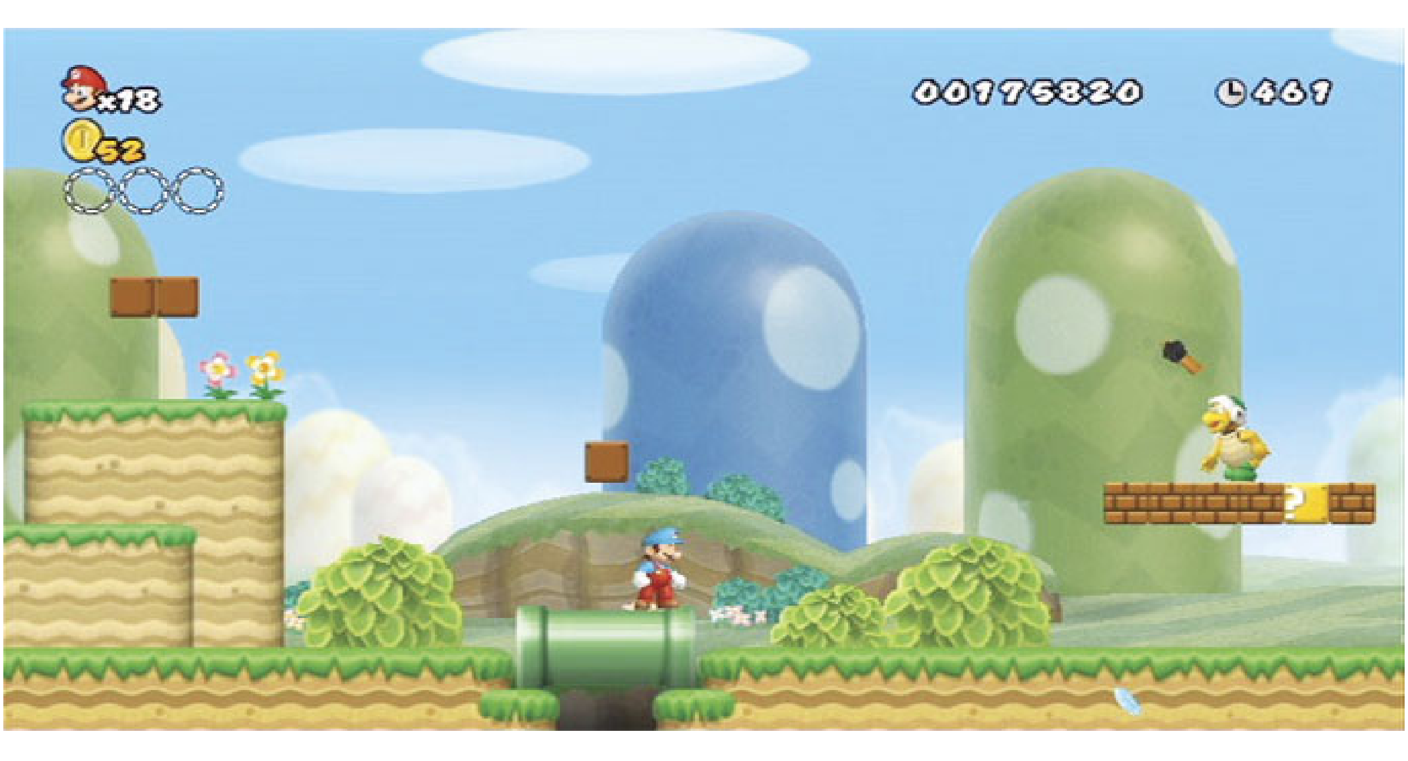
⑦ A Red Ring is hanging above the next tilting girder. Stop at the center of the girder and jump up to reveal the eight red coins. Once they've been revealed, edge to the right of the girder and tilt it to reach the four coins on the right. Repeat this on the left and claim your new power-up!



World 1-Princess Peach's Kingdom

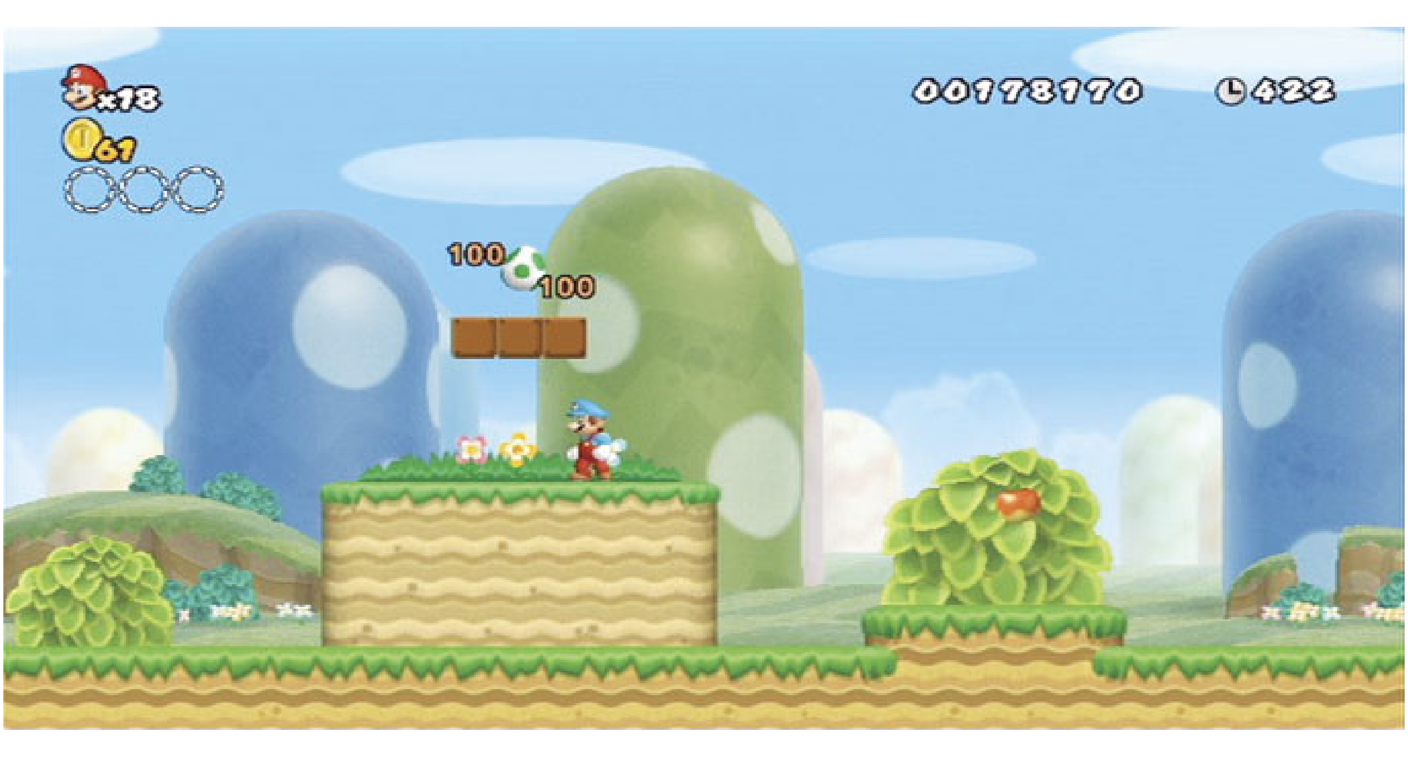
World 1-3





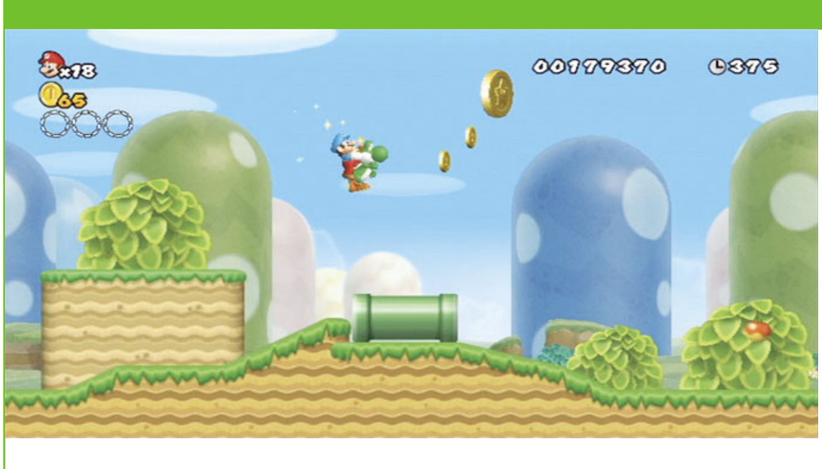
① Almost immediately at the beginning of the level is a Hammer Bro. If you don't have any power-ups, he can be tricky to eliminate. Wait until he jumps up into the air, then dash underneath him. When he lands on the bricks, jump up and hit him from below to knock him out.

② Notice the small pipes? Those are perfect for Mini Mario to speed through. Chances are, you don't have a Mini Mushroom just yet, but return here when you do to speed through the tiny pipes and pick up some coins you missed as well as a 1-Up!

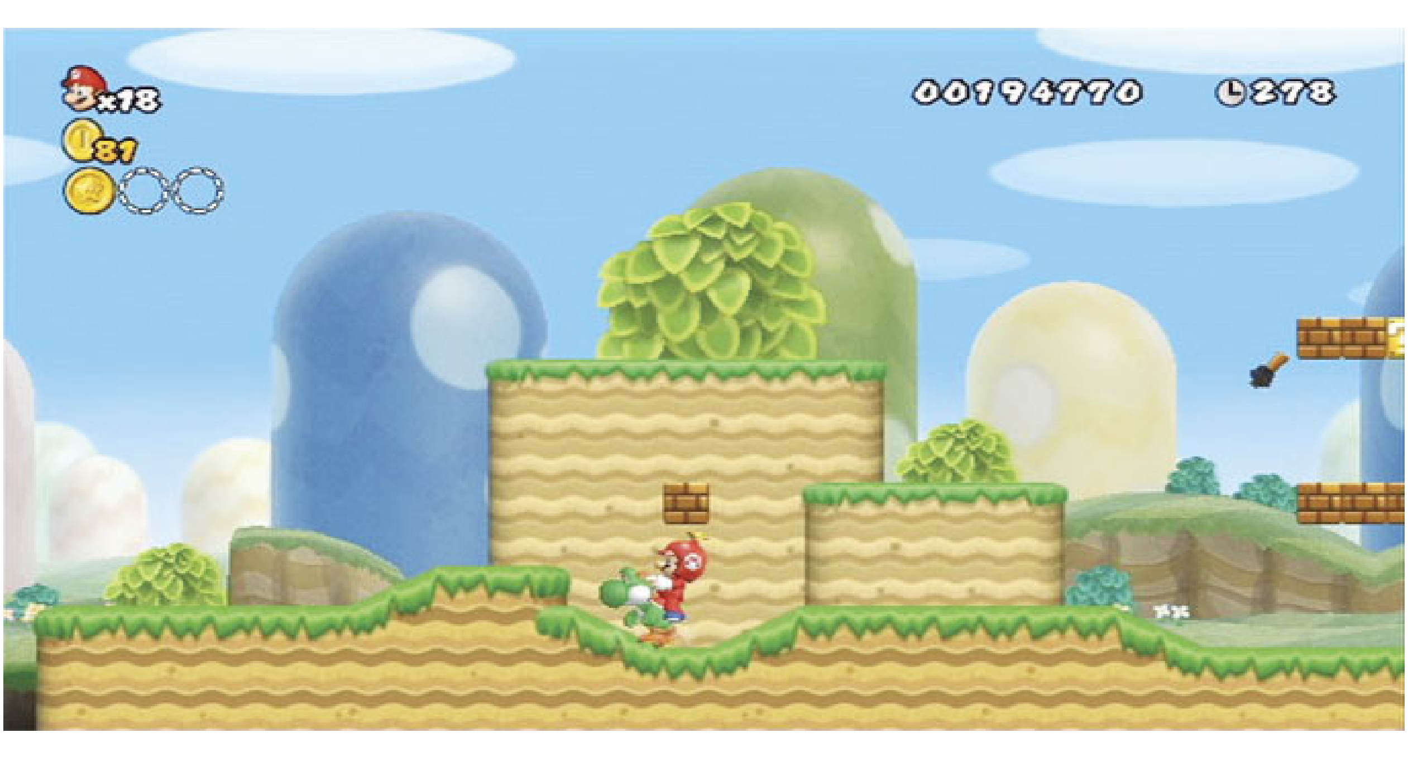


③ Hey look, it's Yoshi! Coax him out of his shell by hitting the ? Block at Point 3, then ride your little buddy through the end of the level. As you progress, feed Yoshi the fruit growing on the bushes. For every five fruits you feed him, he'll reward you with a power-up or 1-Up Mushroom!

Star Coin

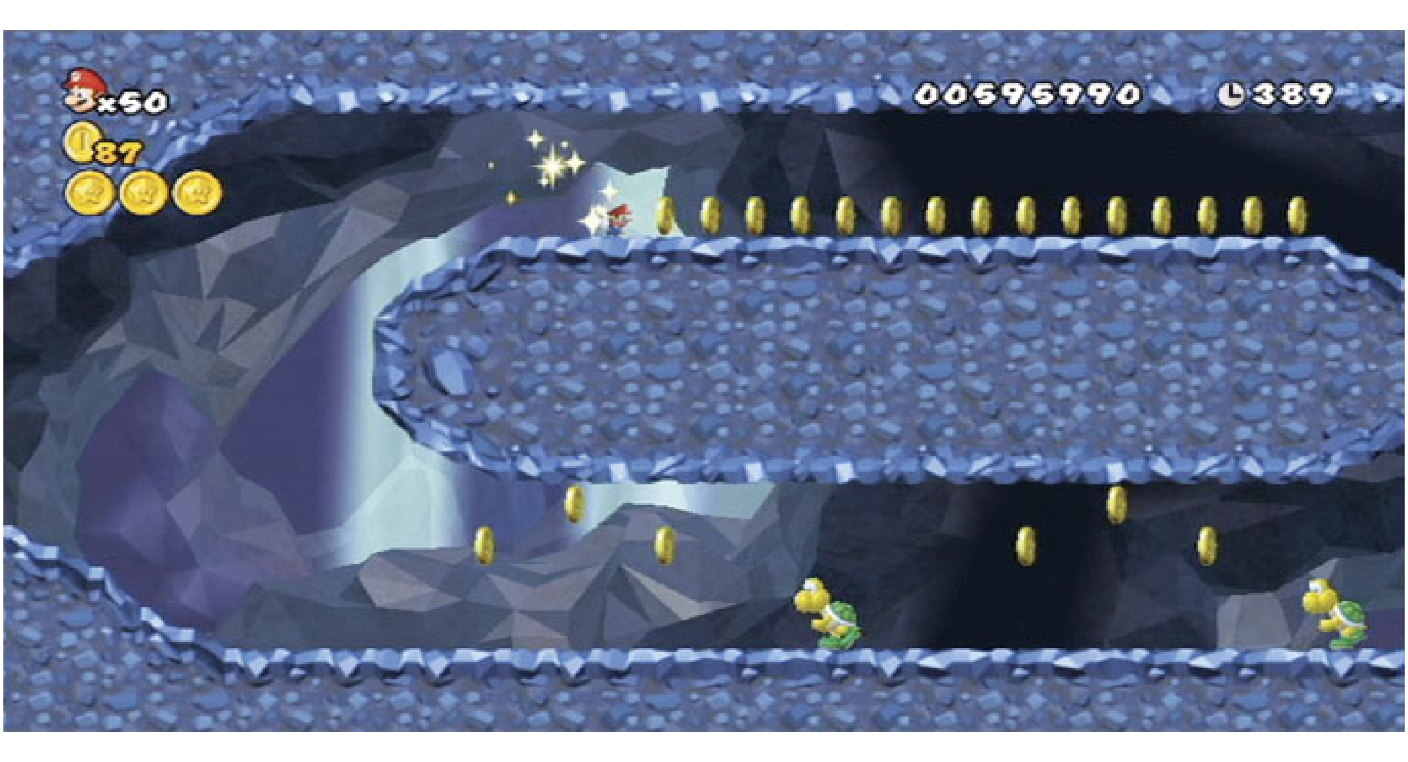


④ There are several coins floating above the ground at Point 4. While on Yoshi, run and jump off the ledge on the left, and use Yoshi's flutter jump to float up to the coins and grab the Star Coin above pipe.



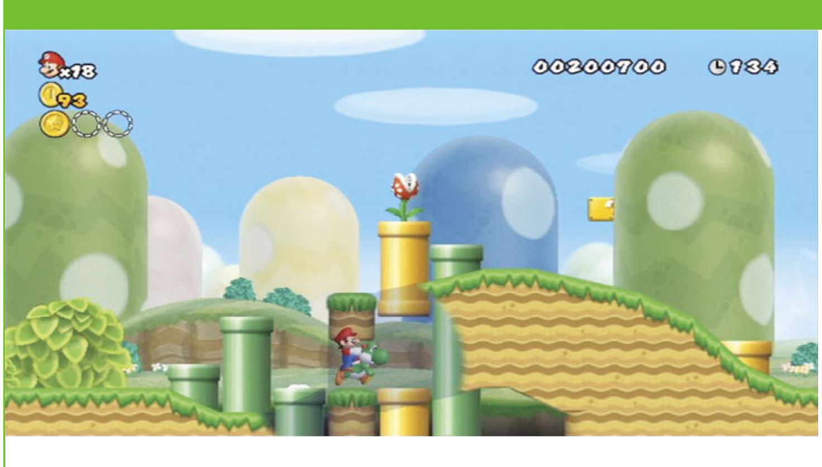
⑤ There's a second Yoshi egg at Point 5. If you're still riding Yoshi, this egg will give you a power-up instead.

⑥ There's another Hammer Bro. at Point 6. He jumps between two brick platforms, so watch him carefully before you try to take him out. If you mistime your attack or misjudge where he will be when you move it, you're likely to take a hammer to the noggin. Instead, use Yoshi's flutter jump to float above the Hammer Bro. when he drops to the ground level. You can also have Yoshi eat a hammer and spit it back out to hit the Hammer Bros.

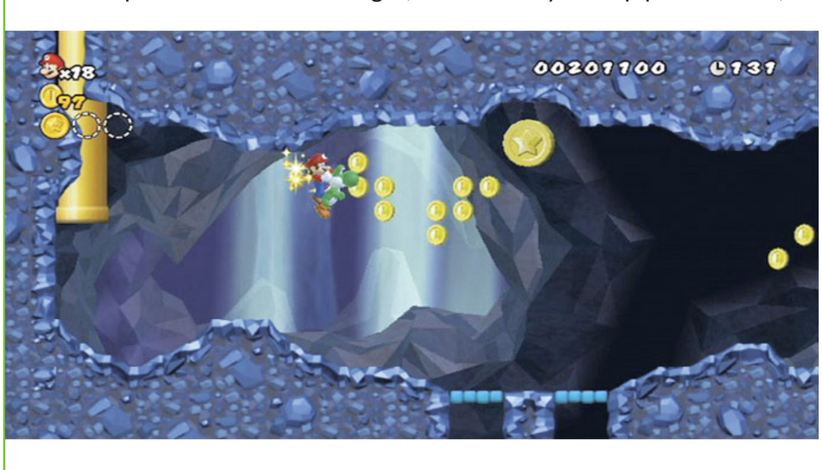


⑦ At Point 7 there is another set of small pipes perfect for Mini Mario. This time, however, you'll enter the pipe and follow it down to a lower-level cavern full of coins!

Star Coin

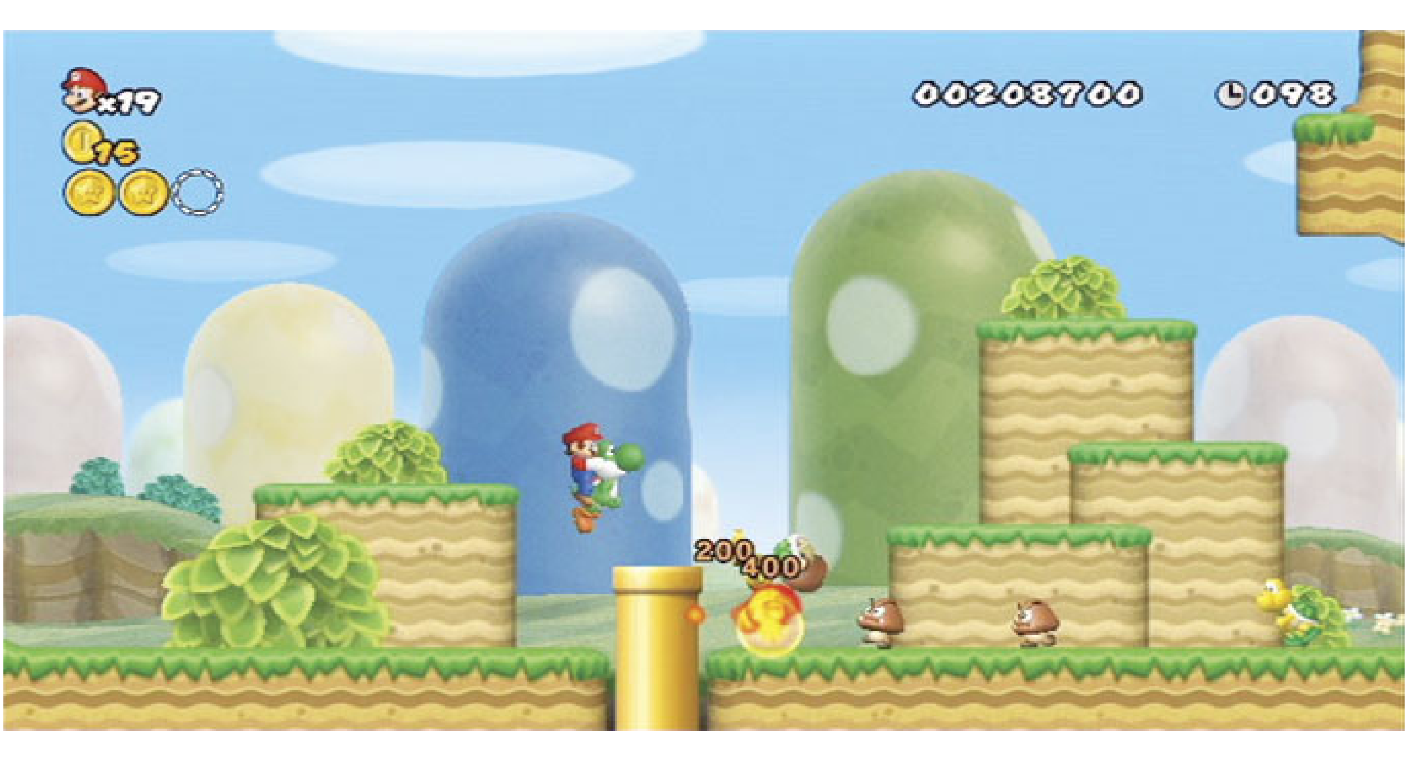


⑧ Don't be fooled by the series of pipes at Point 8. Wait until the second Piranha Plant retreats into the green pipe, then drop down onto it. Turn right, toward the yellow pipe next to it, to find that it's actually hiding a secret passageway!



The yellow pipe you see above-ground is actually broken up into two pipes: the one you see, and the hidden pipe underneath it. Take the yellow pipe hidden in the secret passage down to a cavern with the second Star Coin! Use Yoshi's flutter jump to reach it before exiting through the pipe on the far-right side of the cavern.

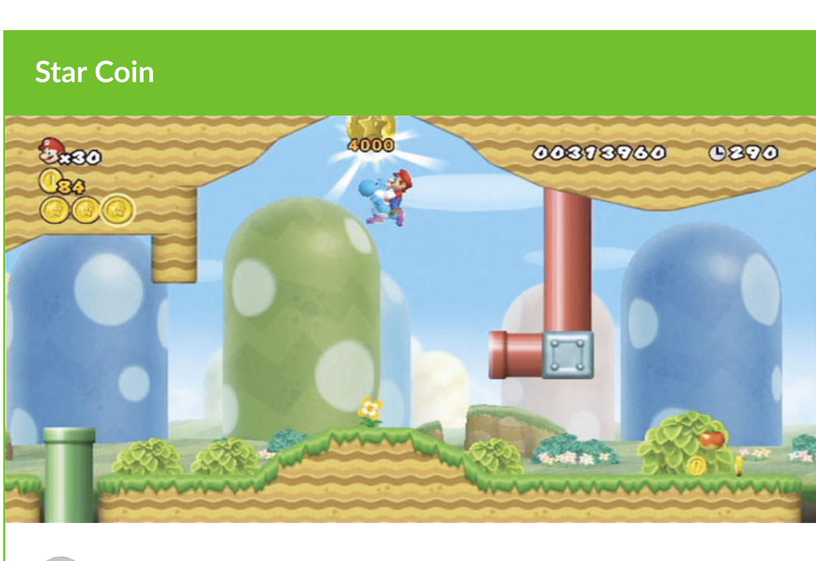
⑨ There's another Yoshi egg hidden inside a ? Block after you pass by the deceptive pipes of Point 8. If you don't have Yoshi with you when you reach Point 8, coax out this Yoshi, then backtrack to Point 8 and grab the second Star Coin.



⑩ There's a Venus Fire Trap inside a yellow pipe at Point 10. Swallow him up with Yoshi, then spit out a fireball that can travel through enemies. Follow behind the fireball's destructive path and rack up the points. If you keep up, you'll score several 1-Ups!

⑪ High above the Venus Fire Trap pipe is a small ledge. Hop up the ridges to the right of the Venus Fire Trap's pipe, then hop onto the ledge and walk into the wall on the right to find a secret area. Collect all the coins inside the secret area.

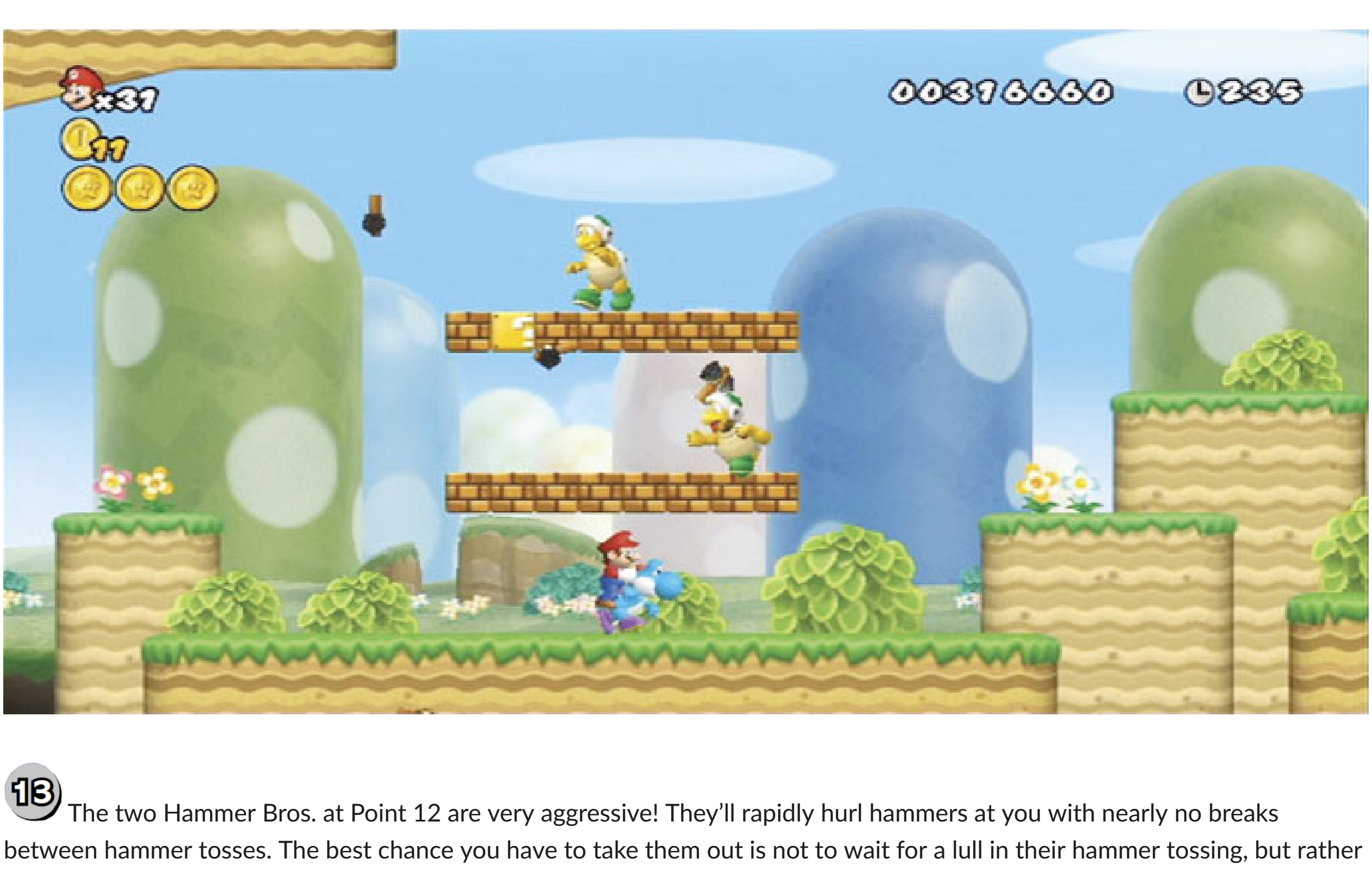
Star Coin



⑫ Jump to the pipe ledge. Then do a wall-jump or jump from Yoshi's back to grab the star coin.

Tip

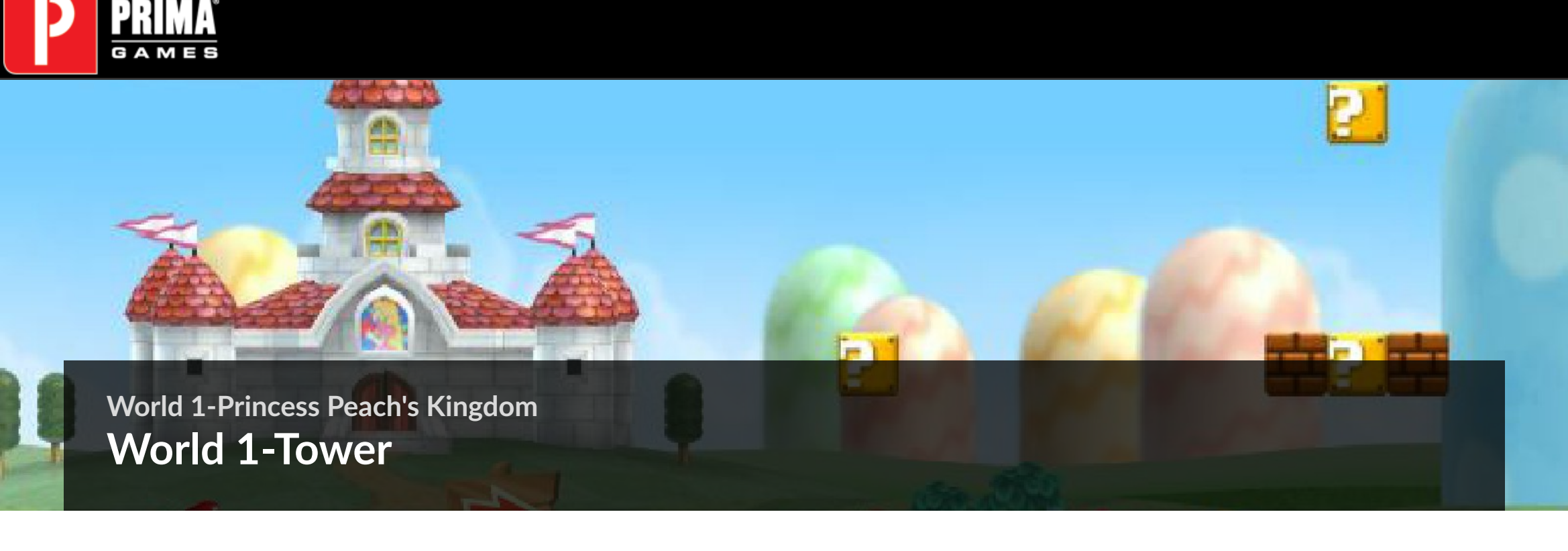
If you're still riding Yoshi, you can flutter jump from the ledge leading to point 11 and get on top of the level! You'll be off-screen, but on a secret path that unlocks the path to the warp cannon in World 1!



⑬ The two Hammer Bros. at Point 12 are very aggressive! They'll rapidly hurl hammers at you with nearly no breaks between hammer tosses. The best chance you have to take them out is not to wait for a lull in their hammer tossing, but rather to wait until they jump high into the air and either speed past them from below or get into position to bump them from below. You can use the Yoshi hammer trick here as well (see Point 6).

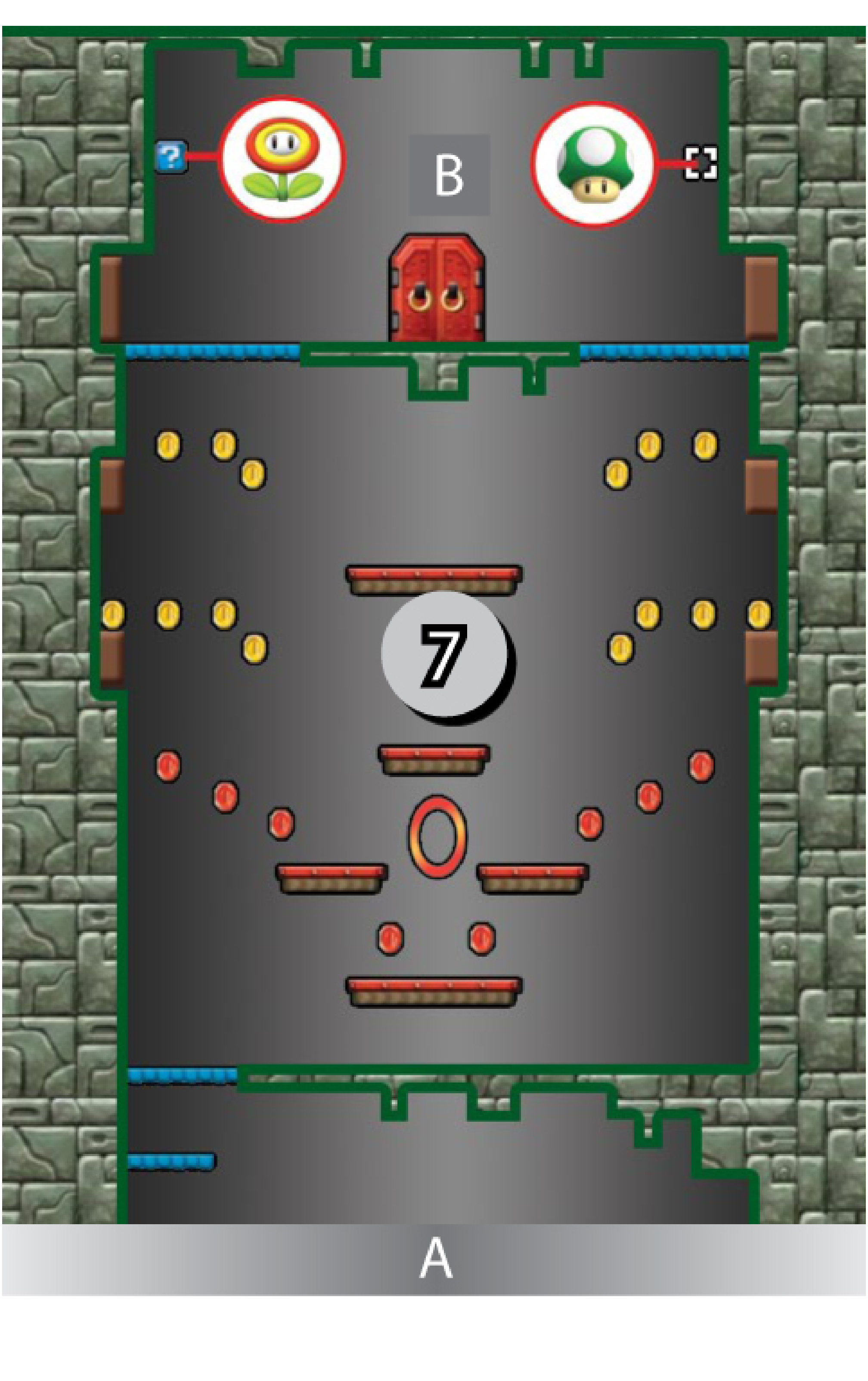
Note

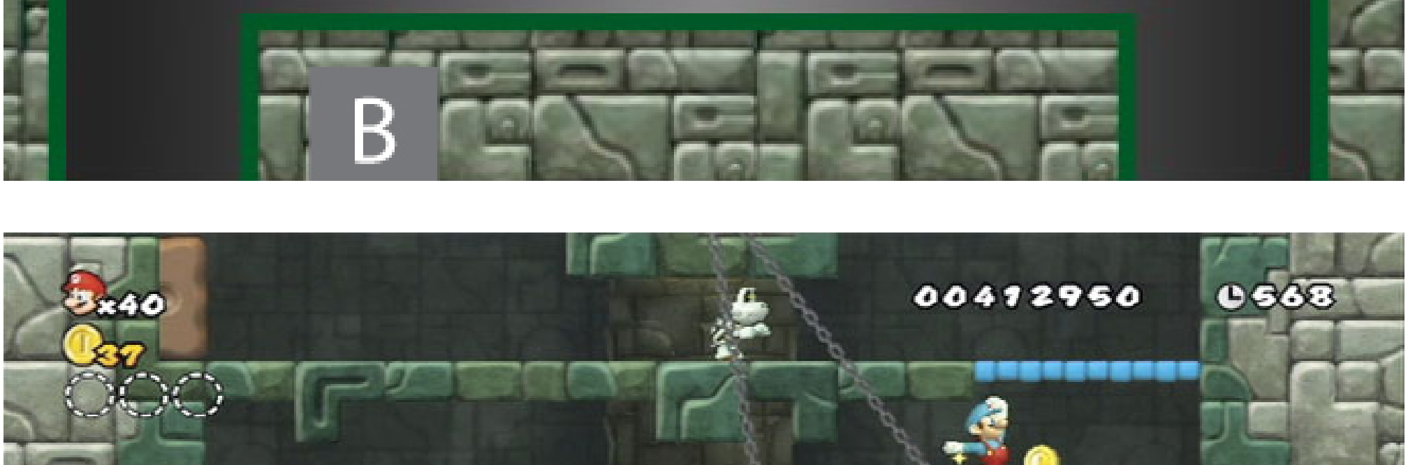
After you beat World 1-3, Toad comes scurrying up to you in a panic! Bowser has kidnapped several of your other Toad buddies and stuffed them in ? Blocks scattered around the several Worlds. Before you can get more information from Toad, a huge Goomba pops up and carries him away, back to World 1-1!

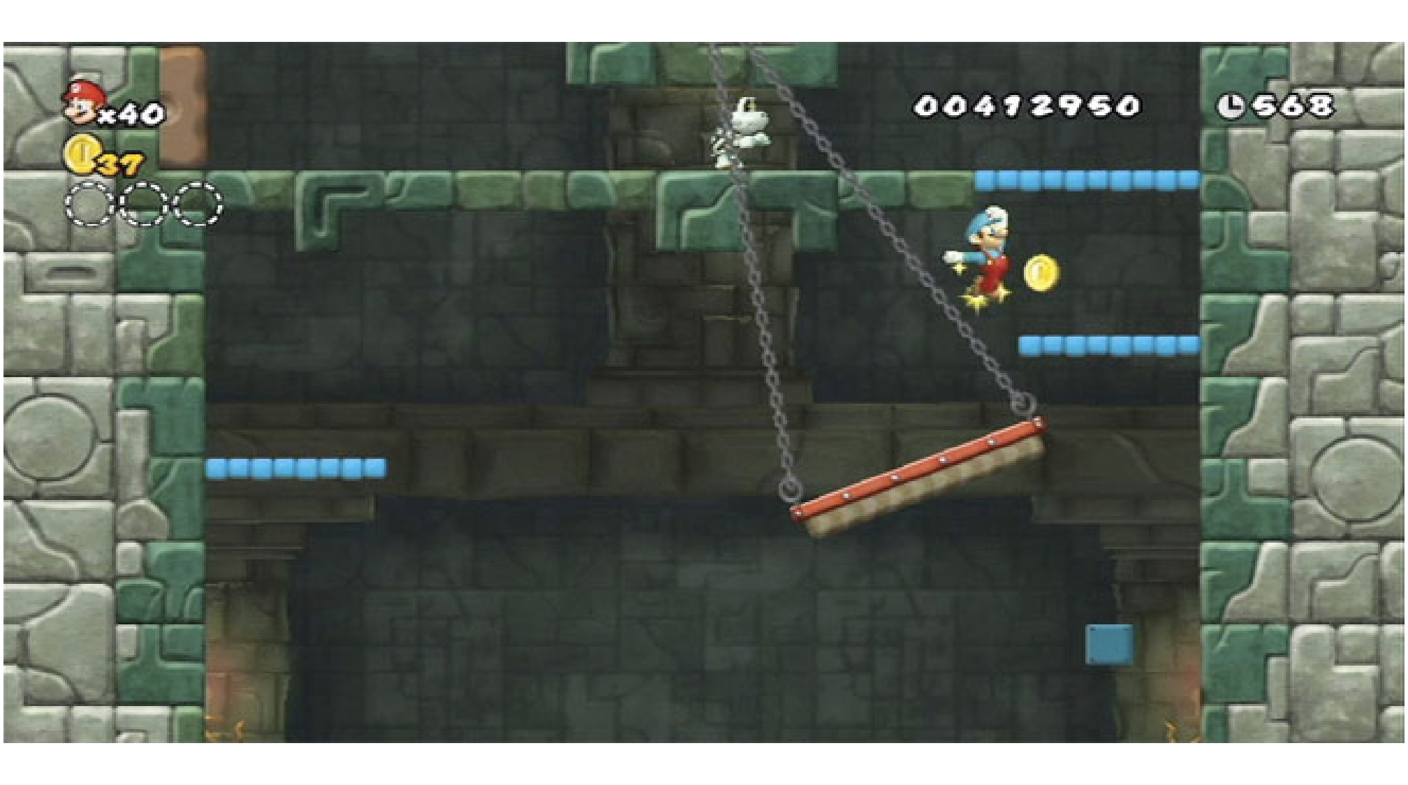


World 1-Princess Peach's Kingdom

World 1-Tower

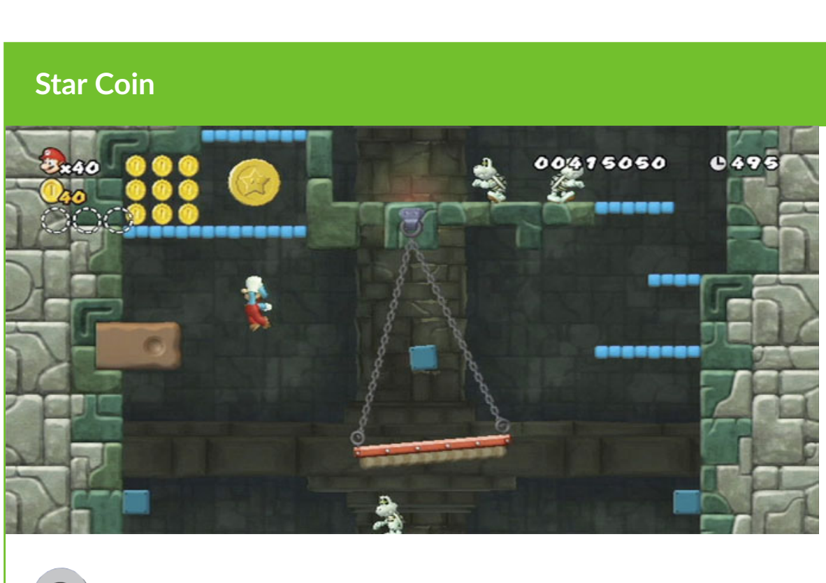




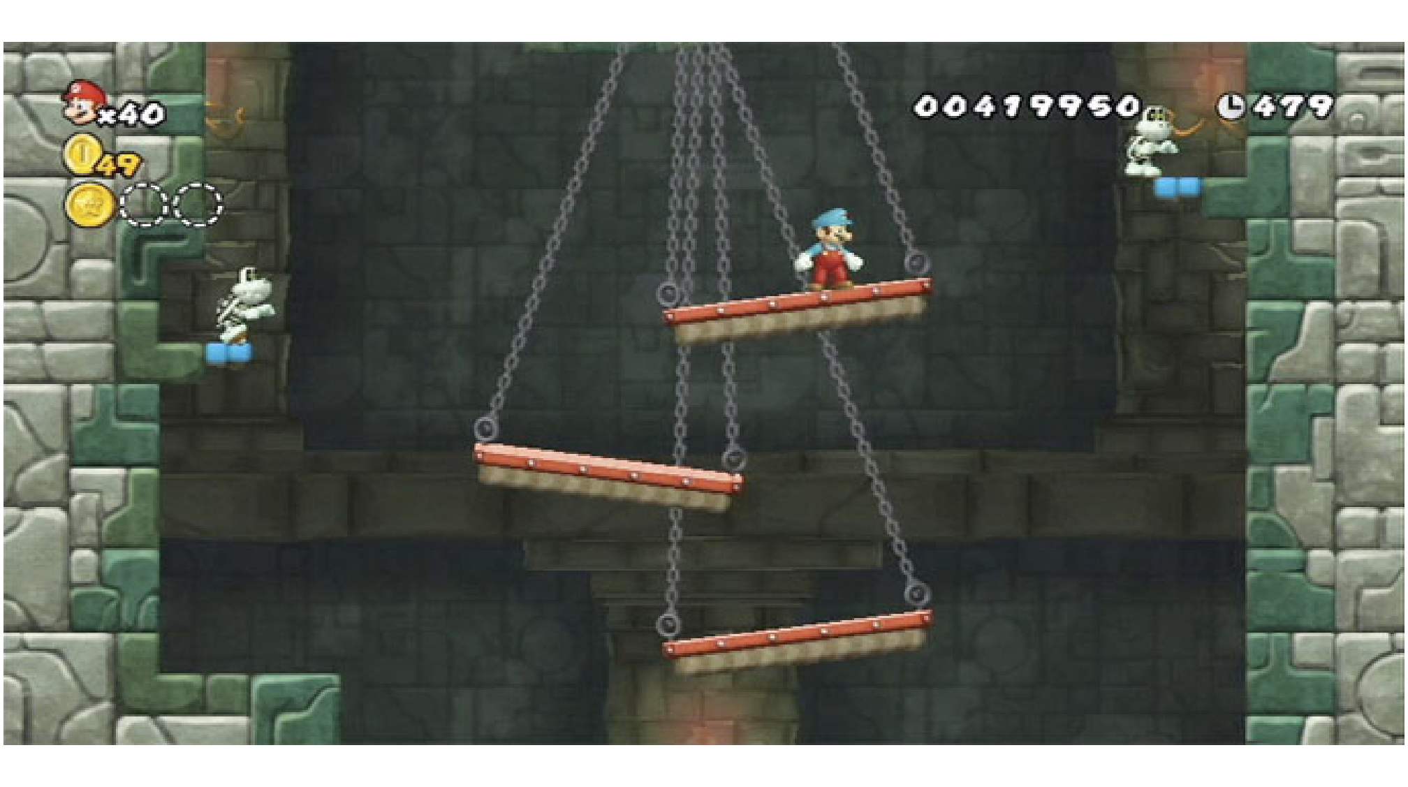


1 The key to making it all the way up to the top of the tower is to use the platforms that pop in and out of the side of the walls to reach the swinging platforms. Wait on the platforms as they swing left and right. Jump off the platforms when they're at the apex of their swing to reach the next ledge.

Star Coin



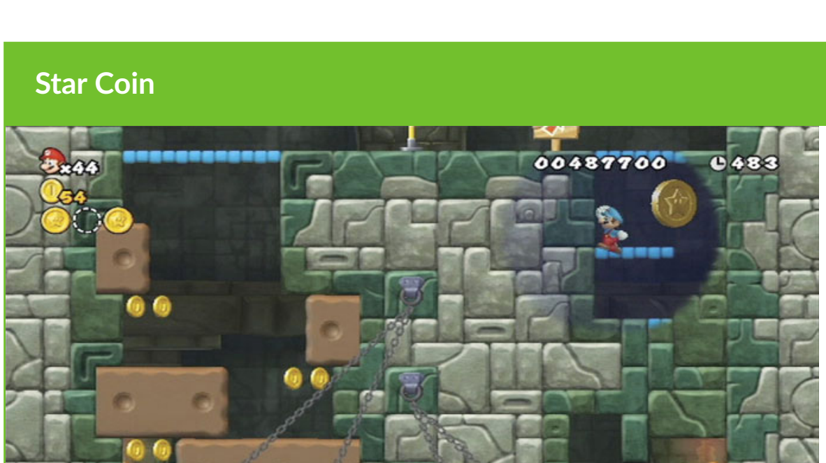
2 To reach the first Star Coin, stand on the swinging platform at Point 2 and wait for the ledge to begin to pop out of the wall on the left. Your platform will be swinging away from the ledge as the ledge pops out, but you can still reach it if you get a running start off your platform. Once you're on the ledge, jump up onto the blue ledge above you, grab the Star Coin, then jump up again to continue your ascent.



3 To climb the next three swinging platforms, you must wait until they line up into one column. When they do, quickly jump straight up. But be careful! As the platforms swing left and right, they'll pick up Dry Bones passengers, making the platforms slightly more crowded. If they do, use your snowballs to freeze them, then Ground-Pound them into oblivion.

If you don't have the Ice Mario power-up, then simply jump on them to knock them out temporarily.

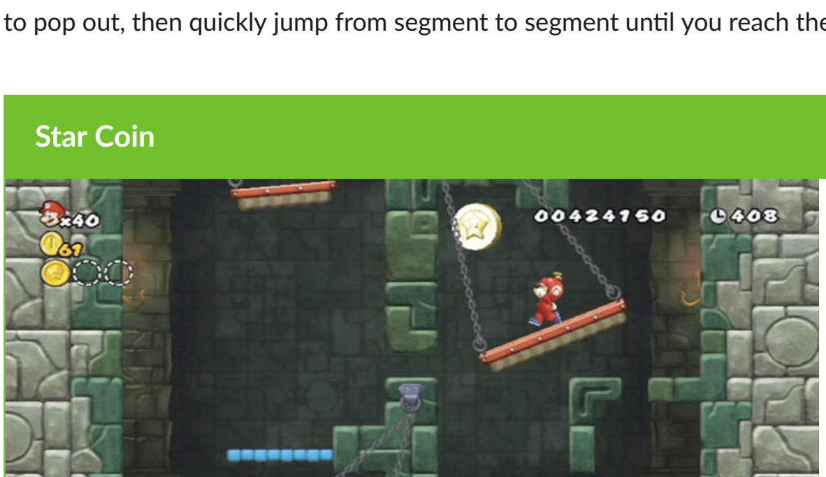
Star Coin



4 After you reach the top of the three swinging platforms, jump onto the small blue ledge on the right wall of the tower. From here, Wall-Jump up into a small, secret area with several thin blue ledges that lead to the second Star Coin. After grabbing it, jump up through the blue ledge onto the next area.

5 This area has several retracting wall segments that can crush Mario if he's not quick. Wait for the wall segments to begin to pop out, then quickly jump from segment to segment until you reach the end.

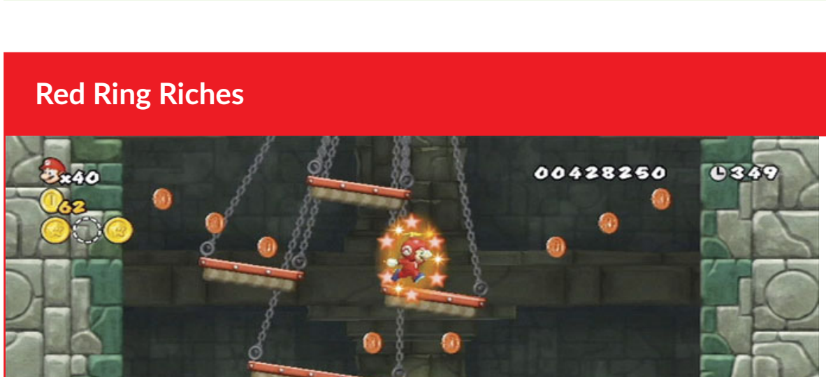
Star Coin



6 After you make it past the crushing wall segments, grab the power-up in the Roulette Block, then jump onto the first swinging platform above you. Edge to the right of the platform and wait for it to swing right, then Wall-Jump off the right wall to hit the small gap in the ledge above you. You'll reveal a 1-Up Mushroom inside an Invisible Block. Grab the 1-Up Mushroom, then hop back down on the platform you used to reach it.

This time, Wall-Jump left, then bounce on top of the ledge where the 1-Up Mushroom appeared. From here, jump onto the swinging platform above you, and jump up to reach the final Star Coin!

Red Ring Riches

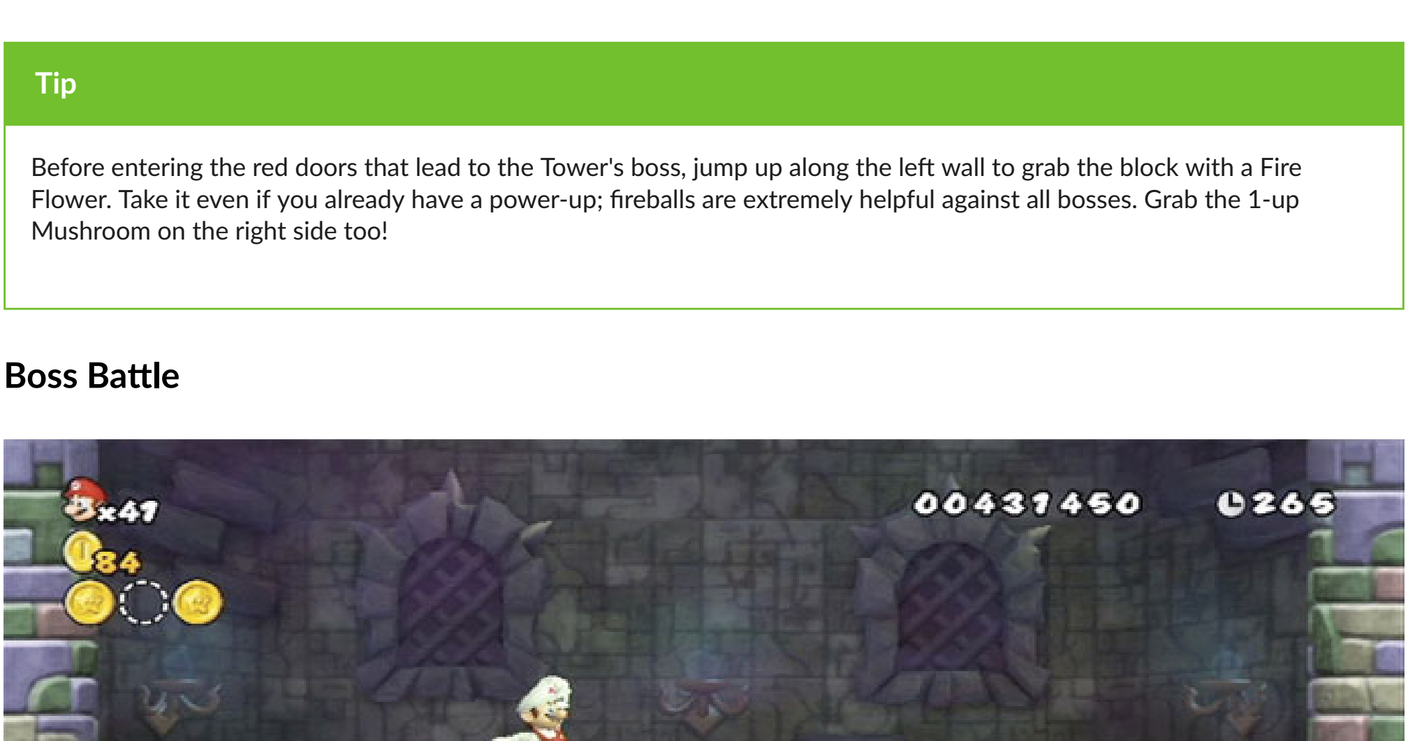


7 When you reach Point 7, you can activate a Red Ring and grab all eight red coins with relative ease. After activating the Red Ring, simply stand on each of the three platforms as they swing left and right and grab all eight coins!

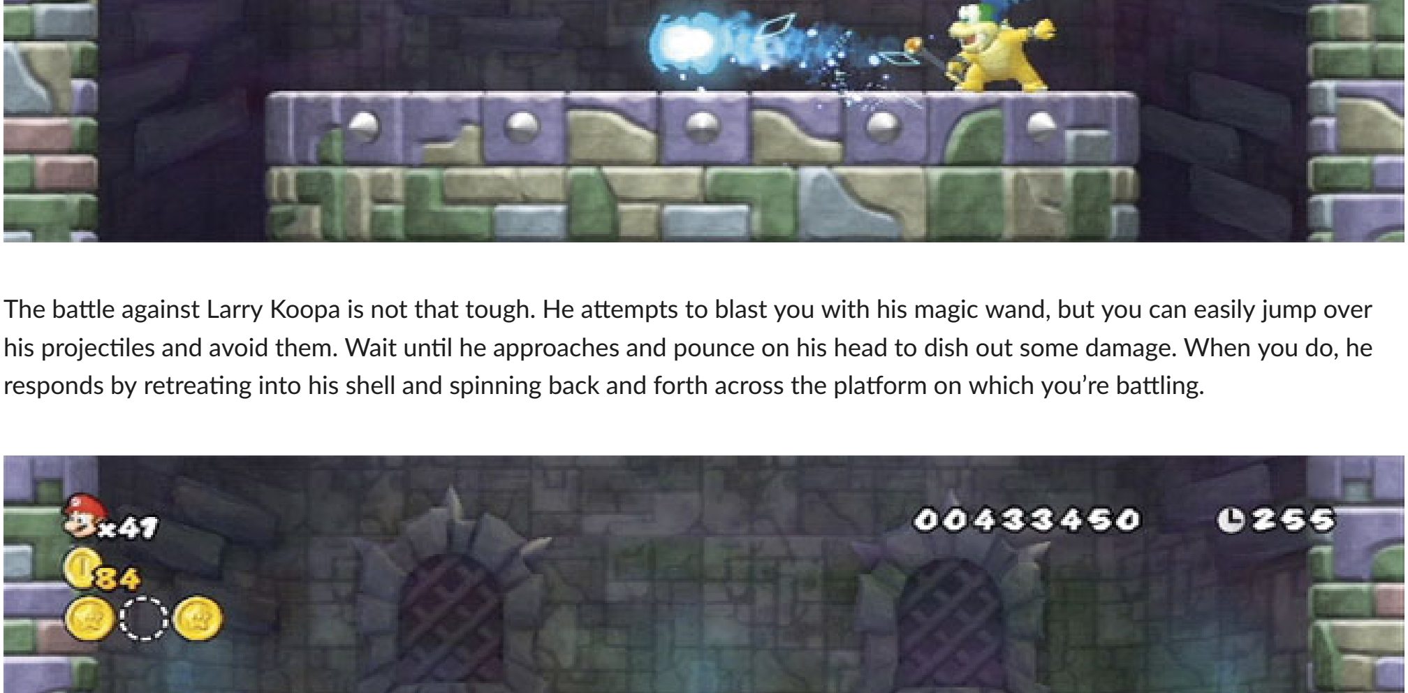
Tip

Before entering the red doors that lead to the Tower's boss, jump up along the left wall to grab the block with a Fire Flower. Take it even if you already have a power-up; fireballs are extremely helpful against all bosses. Grab the 1-up Mushroom on the right side too!

Boss Battle



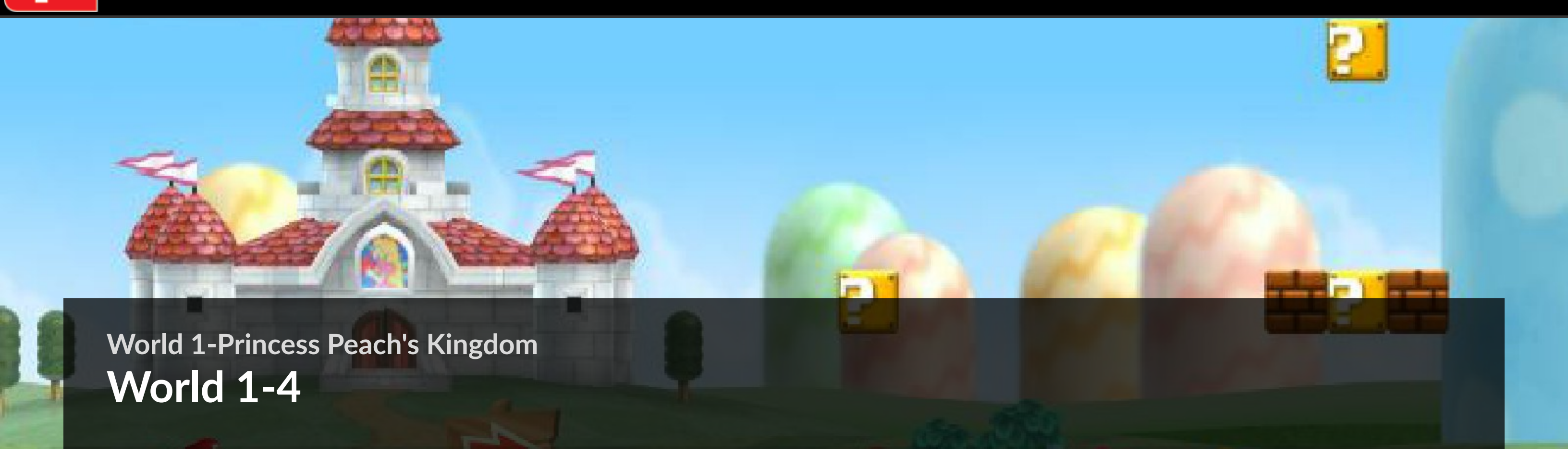
The battle against Larry Koopa is not that tough. He attempts to blast you with his magic wand, but you can easily jump over his projectiles and avoid them. Wait until he approaches and pounce on his head to dish out some damage. When you do, he responds by retreating into his shell and spinning back and forth across the platform on which you're battling.



Stay near the center of the platform and jump straight up when he spins toward you. When he re-emerges from his shell, pounce on his dome again! Repeat this a third time to defeat little Larry Koopa!

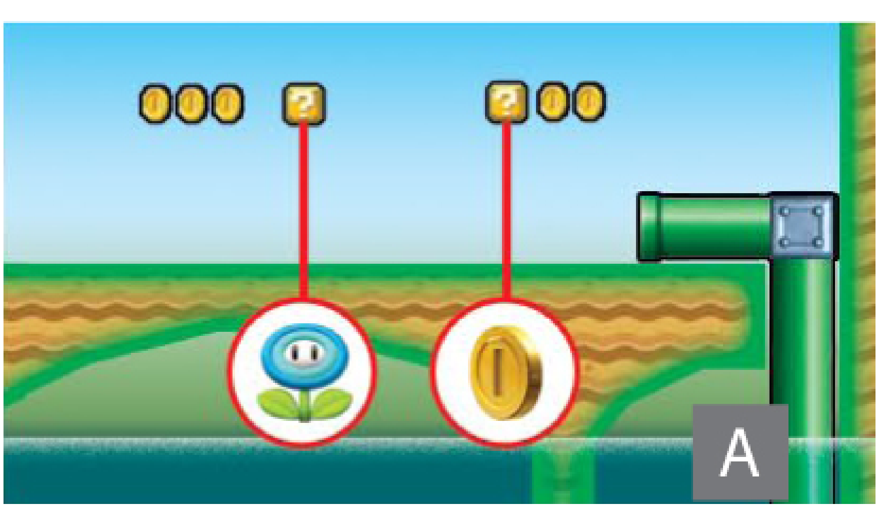
Tip

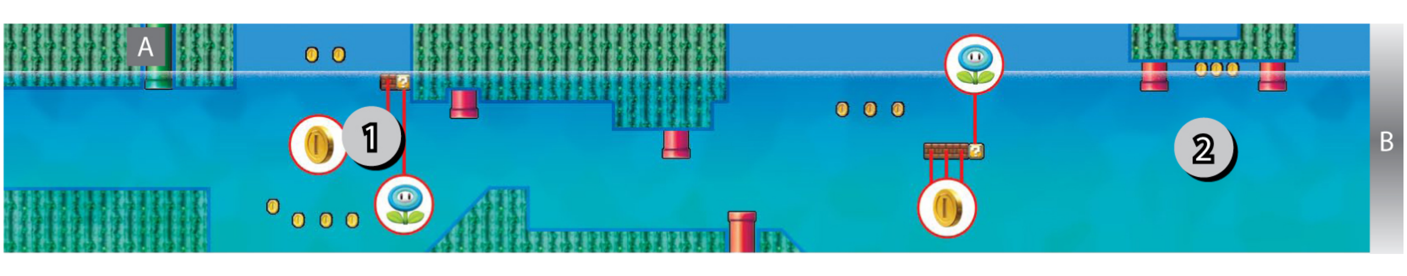
Try using snowballs to cancel out the Koopa's projectiles!

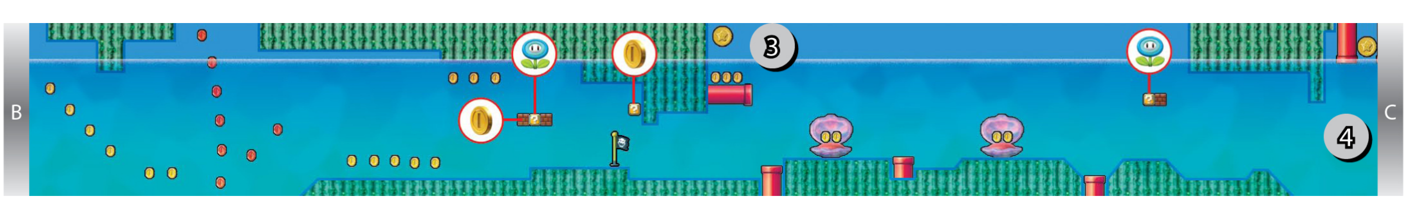


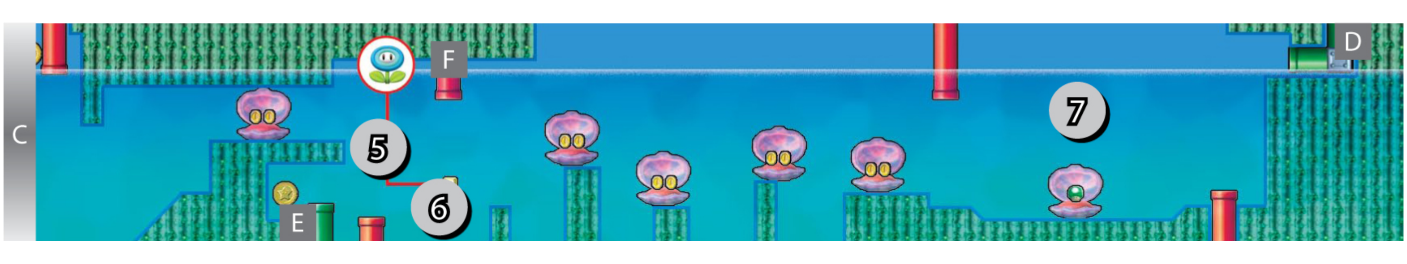
World 1-Princess Peach's Kingdom

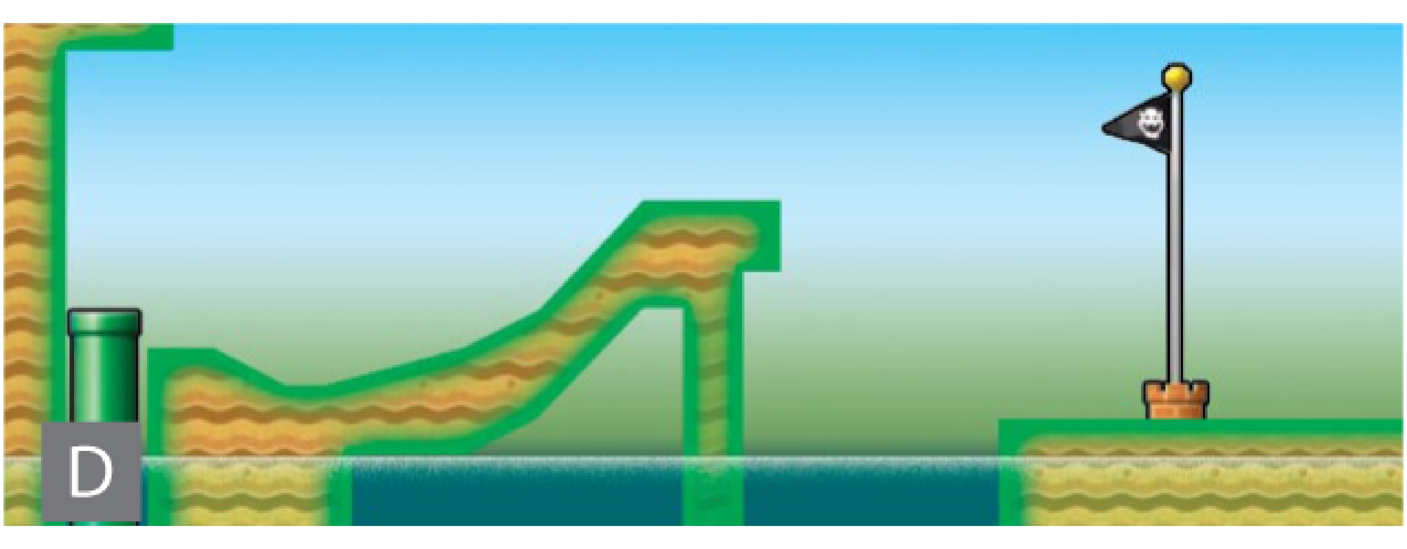
World 1-4

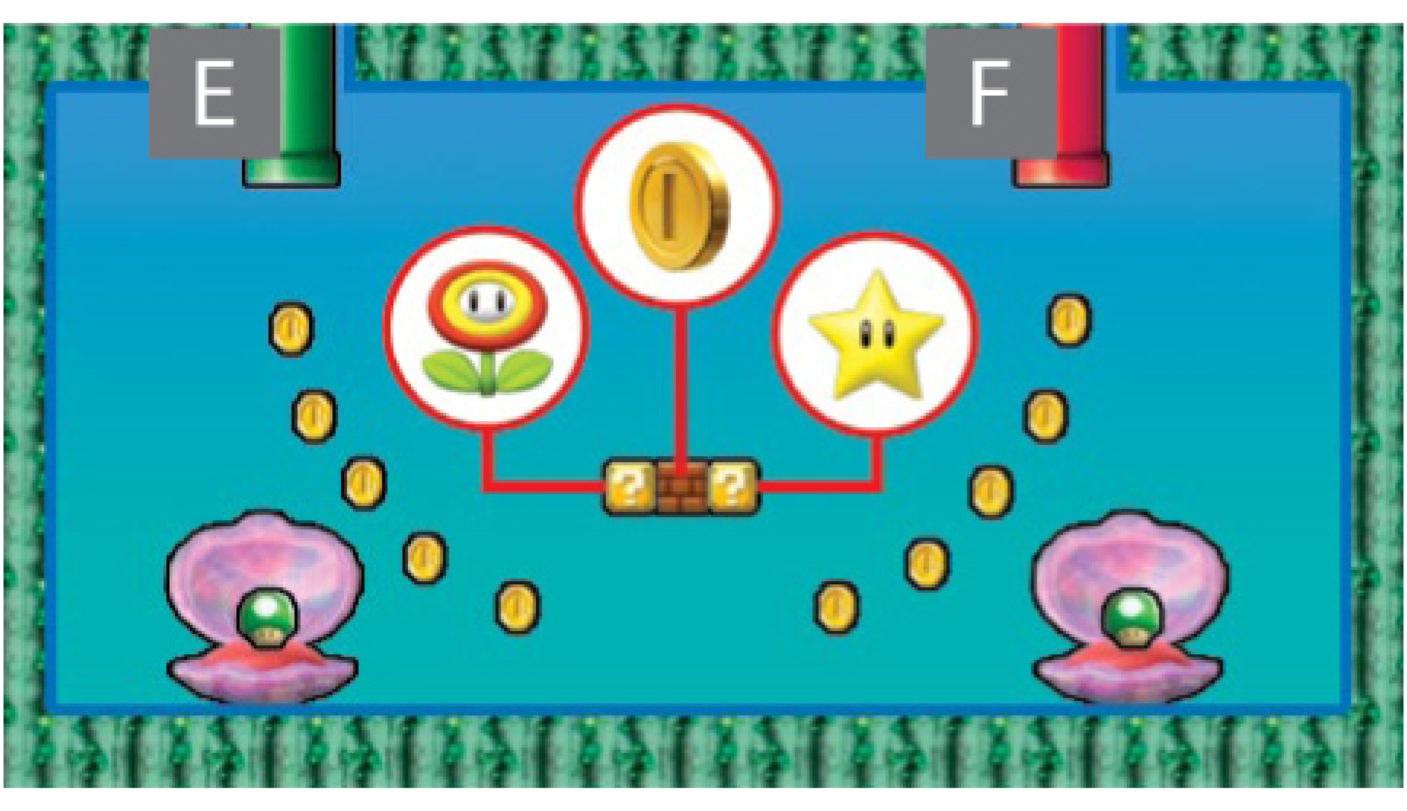


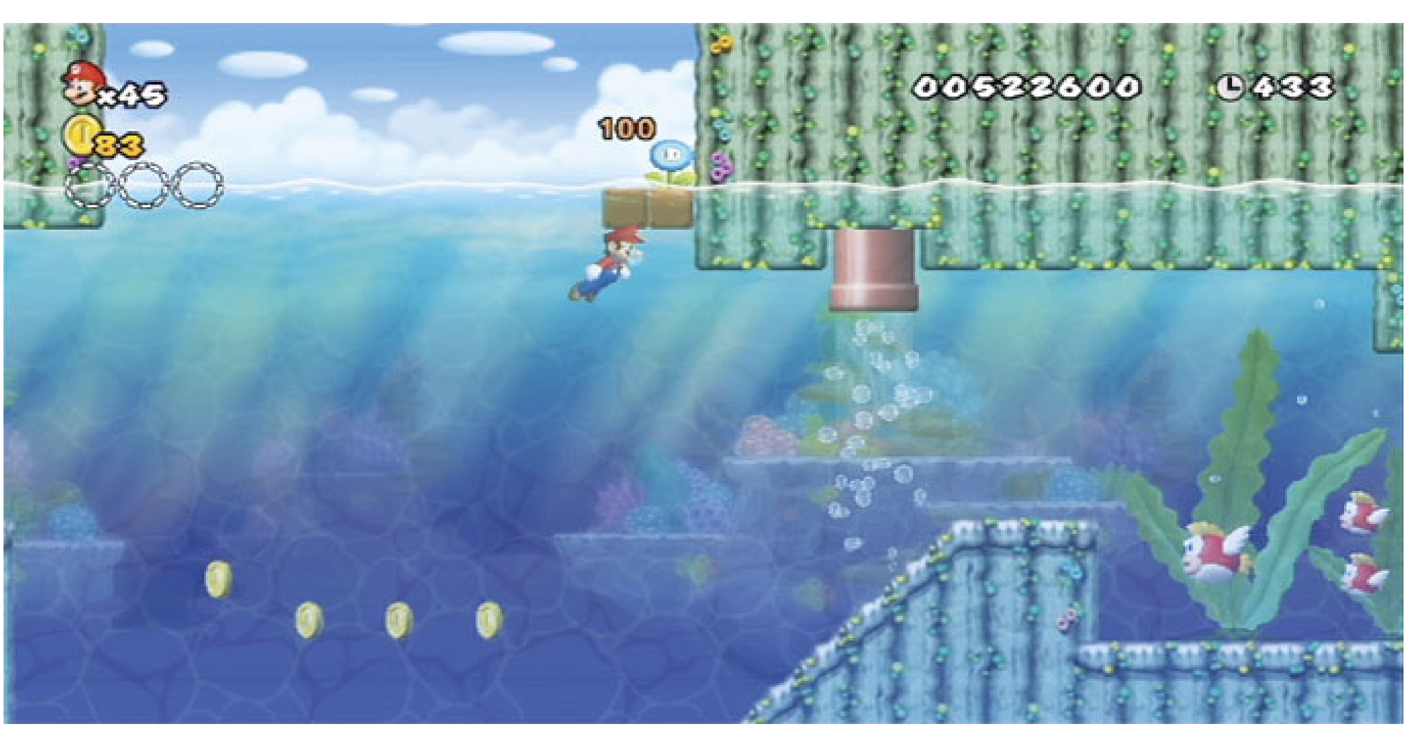












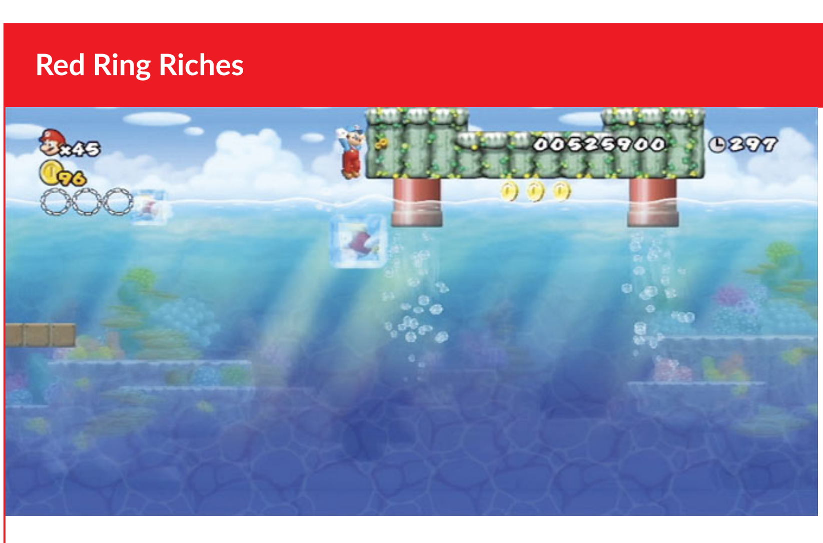
① While underwater, there are several key factors integral to your survival. Although the fireball is a great projectile for dispatching enemies, the snowball's freezing effects will often help you clear specific underwater obstacles. For example, they can plug pipes that spew jets of bubbles.

By far, the best power-up for underwater levels is Mario's Penguin suit. While wearing it, Mario can throw snowballs, glide across the top of water, and won't drift as he swims, making him a better swimmer!

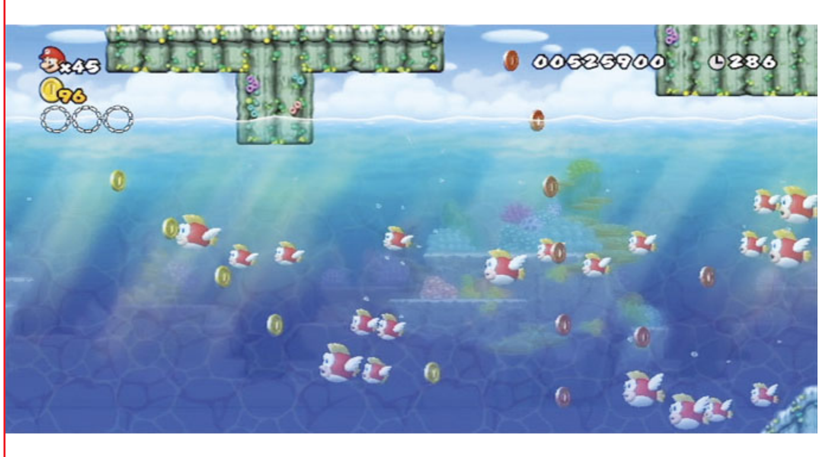
Tip

If you can't plug bubble-jet pipes, then dodging them is your only option. Watch them carefully and only cross them when the coast is clear! If you try to pass through a pipe's bubble stream while a school of enemies is floating by you're asking for trouble.

Red Ring Riches

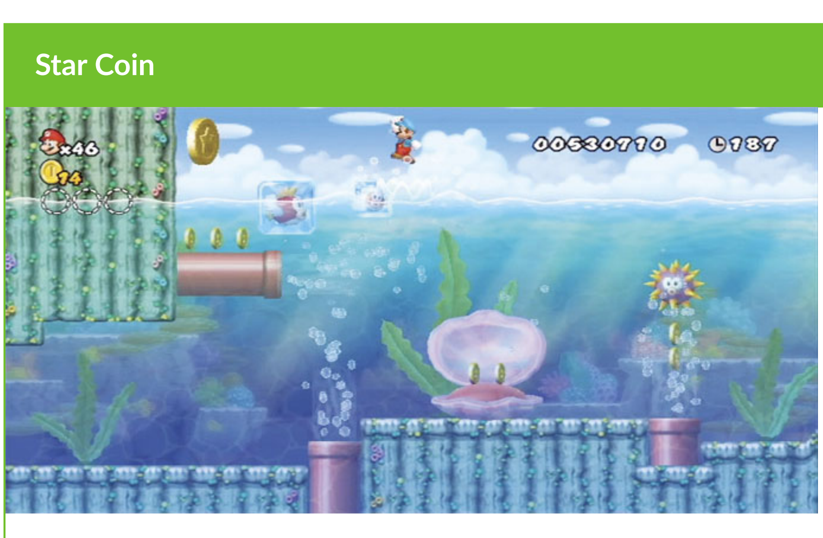


② Just before you pass underneath the two bubble-jet pipes at Point 2, freeze one of the approaching Cheep Cheeps. Wait for the frozen fish stick to float up to the top of the water, then hop onto it. Jump again to set foot on top of the platform with the two bubble-jet pipes, then make a running jump right onto another platform above the water.



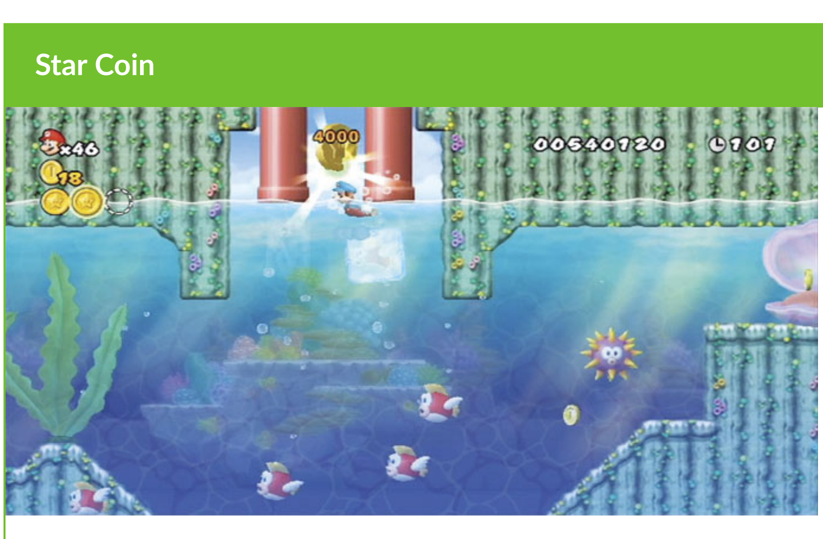
You won't be able to see it since Mario is out of the screen at this point, but there is a Red Ring over the second platform. Run through it to reveal the eight red coins in the water below. Drop back into the water below after the school of Cheep Cheeps pass by and grab all eight coins to get another power-up.

Star Coin



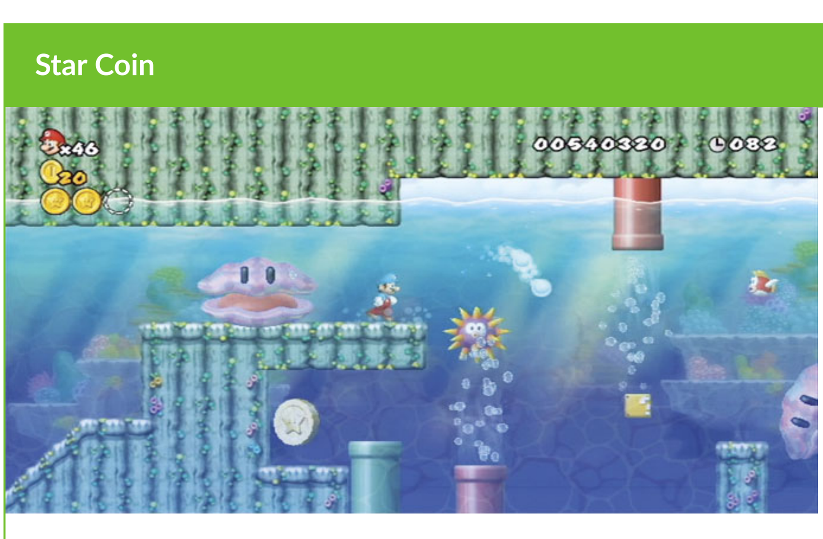
③ To grab the Star Coin at Point 3, freeze the two Cheep Cheeps that are swimming near the bubble-jet pipe and wait for them to float up to the surface. Hop out of the water and use the two ice-cube Cheep Cheeps as platforms.

Star Coin

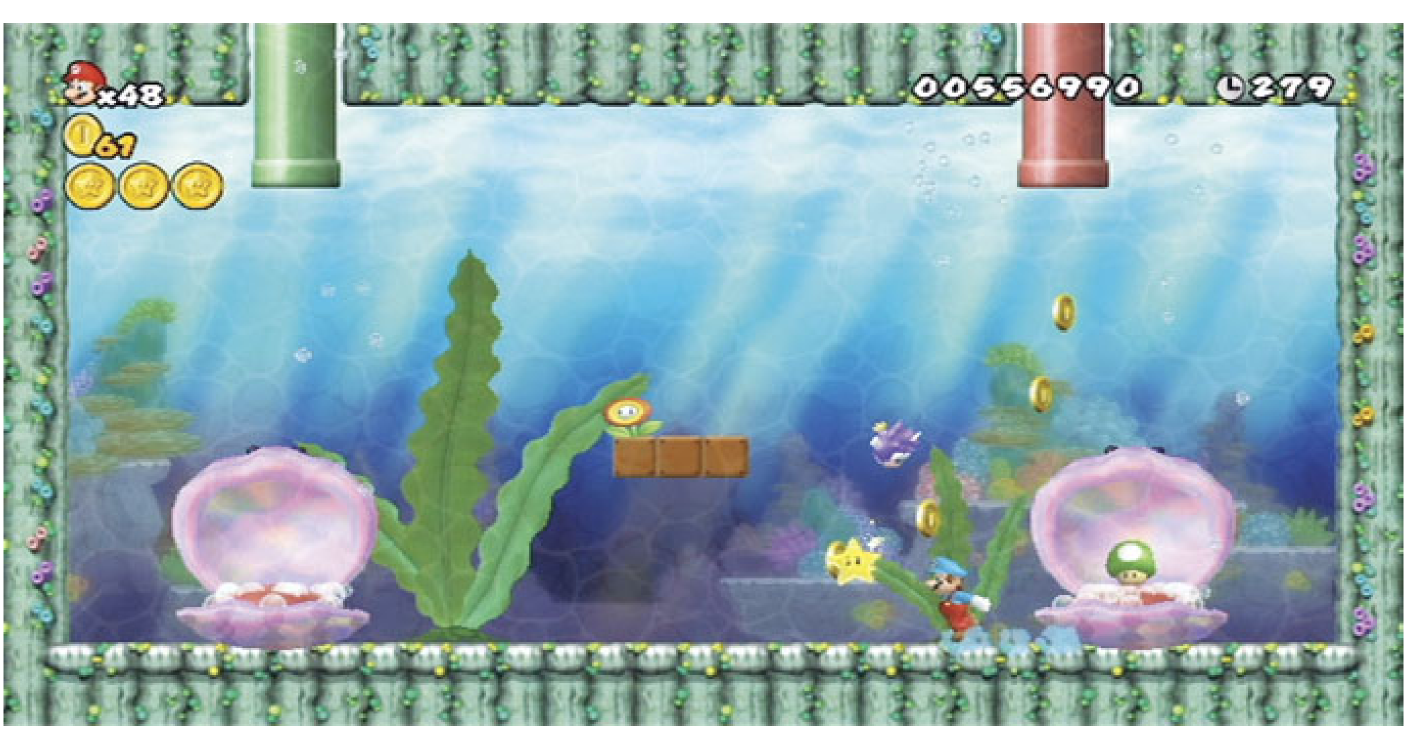


④ The next Star Coin is wedged between two red bubble-jet pipes. Freeze a large Cheep Cheep as it passes underneath the bubble-jets, then ride the ice cube as it floats up between the two pipes. Grab the Star Coin, then let the bubble-jets thrust you back into the water below.

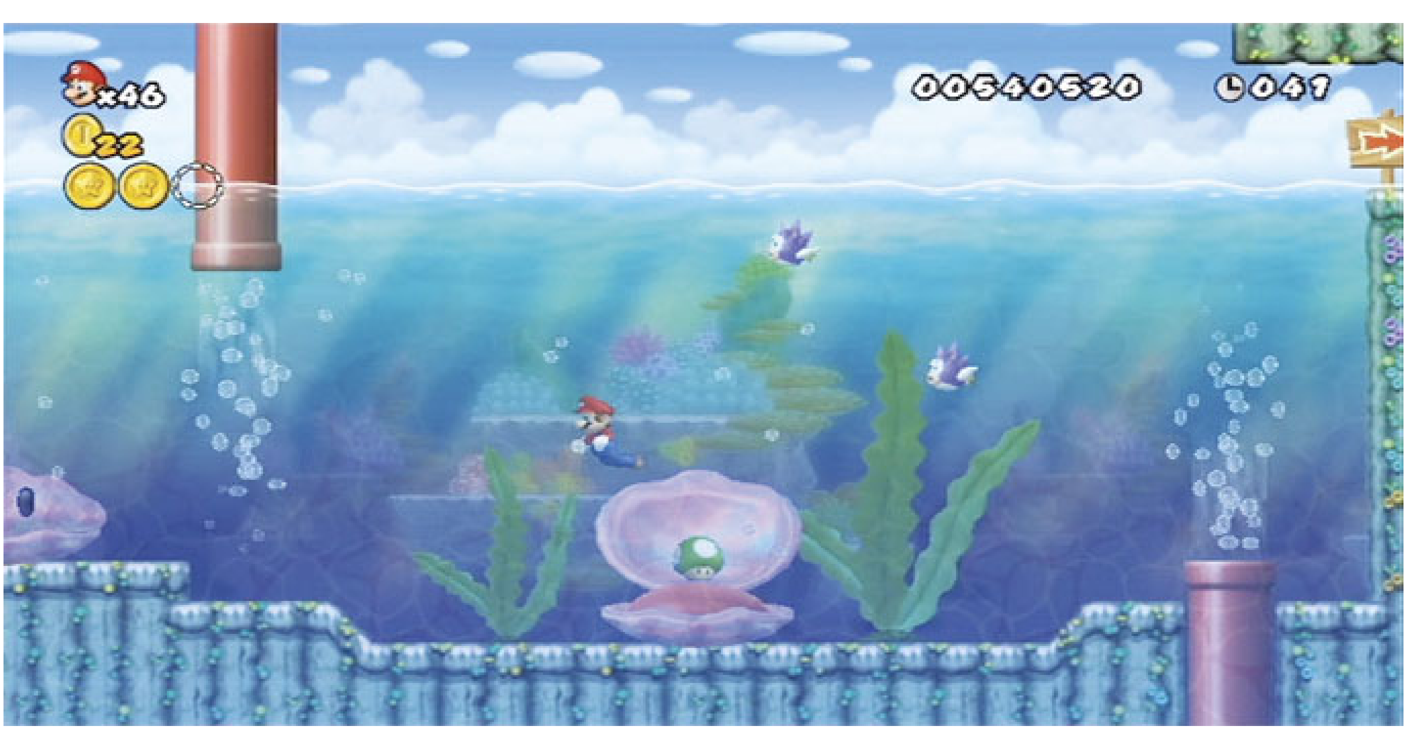
Star Coin



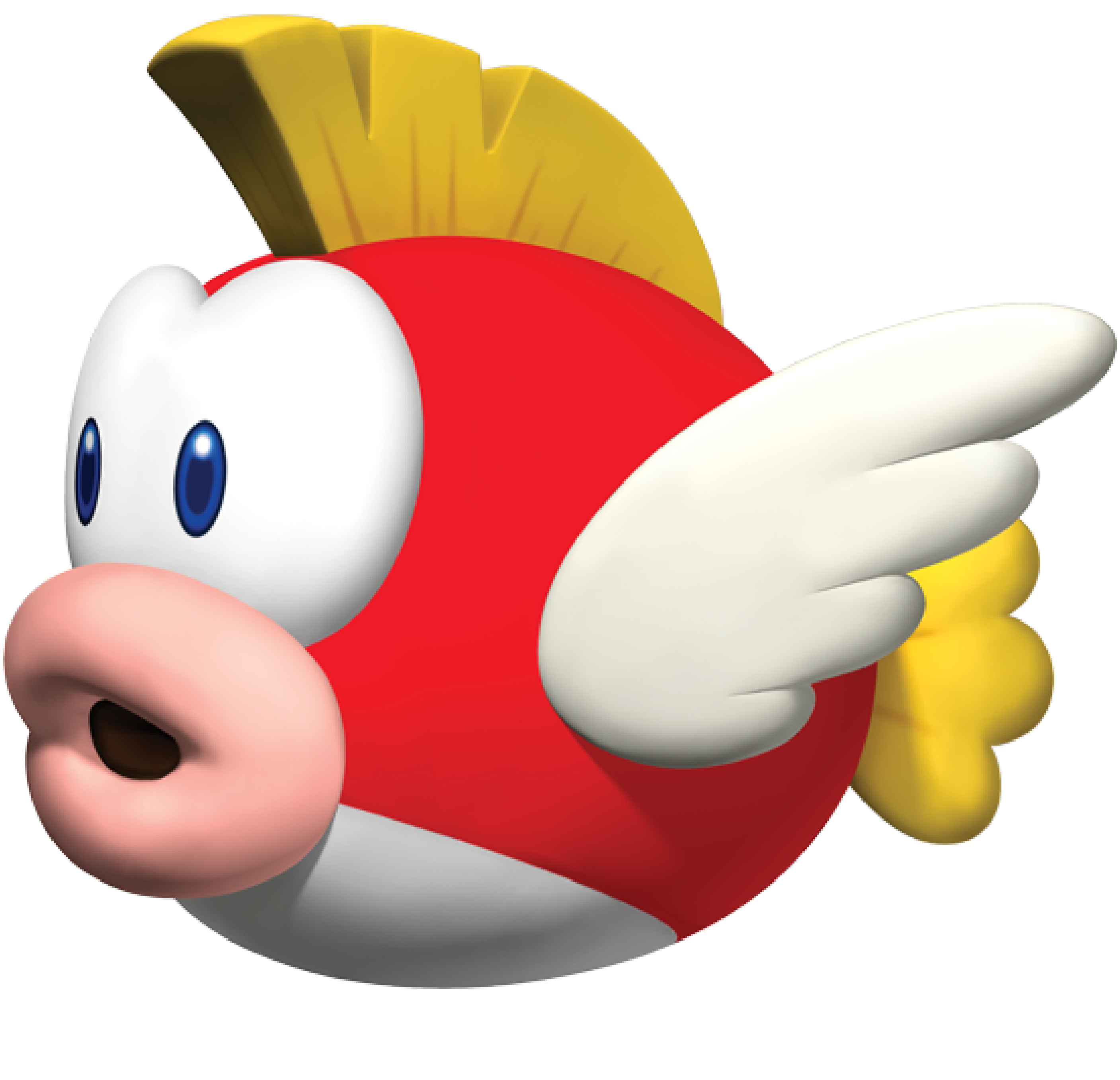
⑤ To grab the final Star Coin, freeze the floating Urchin with a snowball and put it to sleep. Once it's asleep, it drifts down to the bottom as dead weight and plugs the bubble-jet pipe! Swim left past the sleeping Urchin and grab the Star Coin in the small alcove.

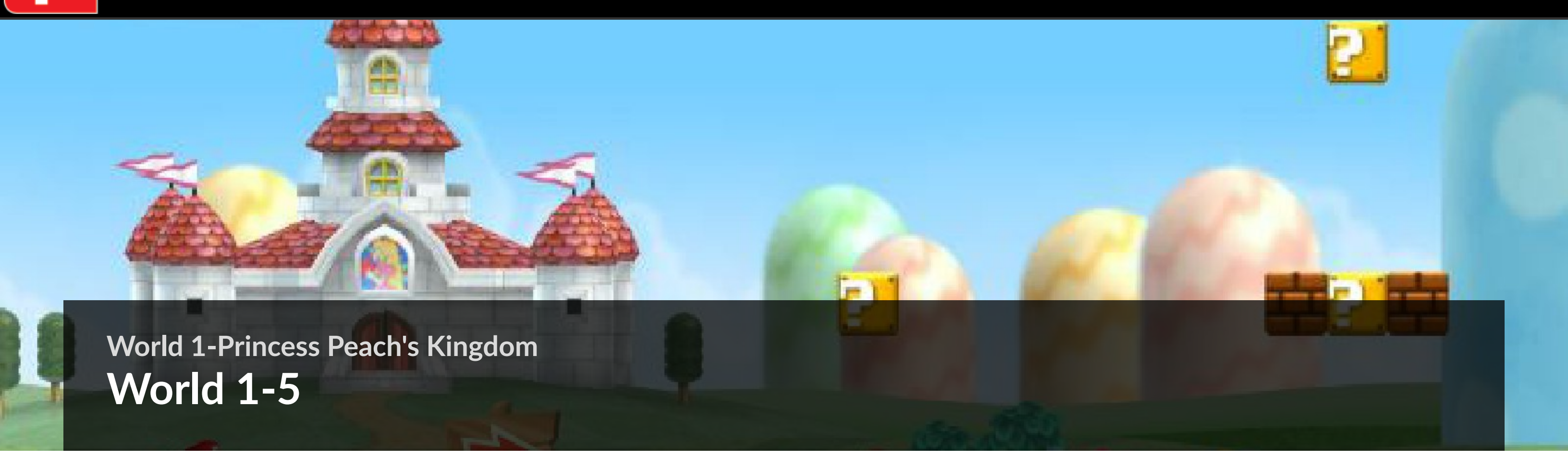


⑥ Now go down the green pipe on the right to find a secret room with two 1-Up Mushrooms, a Fire Flower, and a Star!



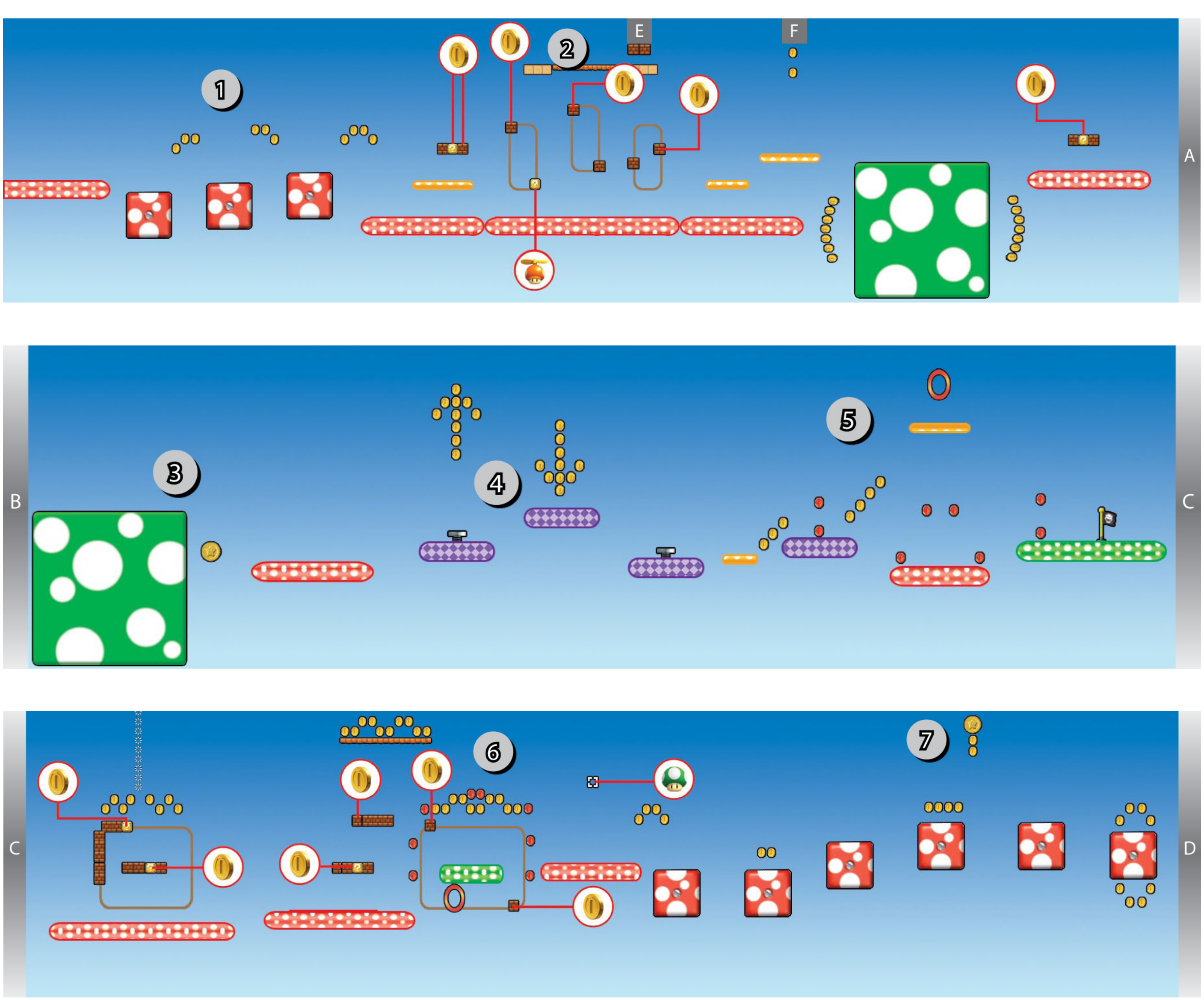
⑦ One of the clams at Point 7 has a 1-Up Mushroom. Wait until it begins to open up again before swooping down and grabbing it. If you take too long and it clamps down on you, you'll take damage. If you're regular Mario, you'll die!

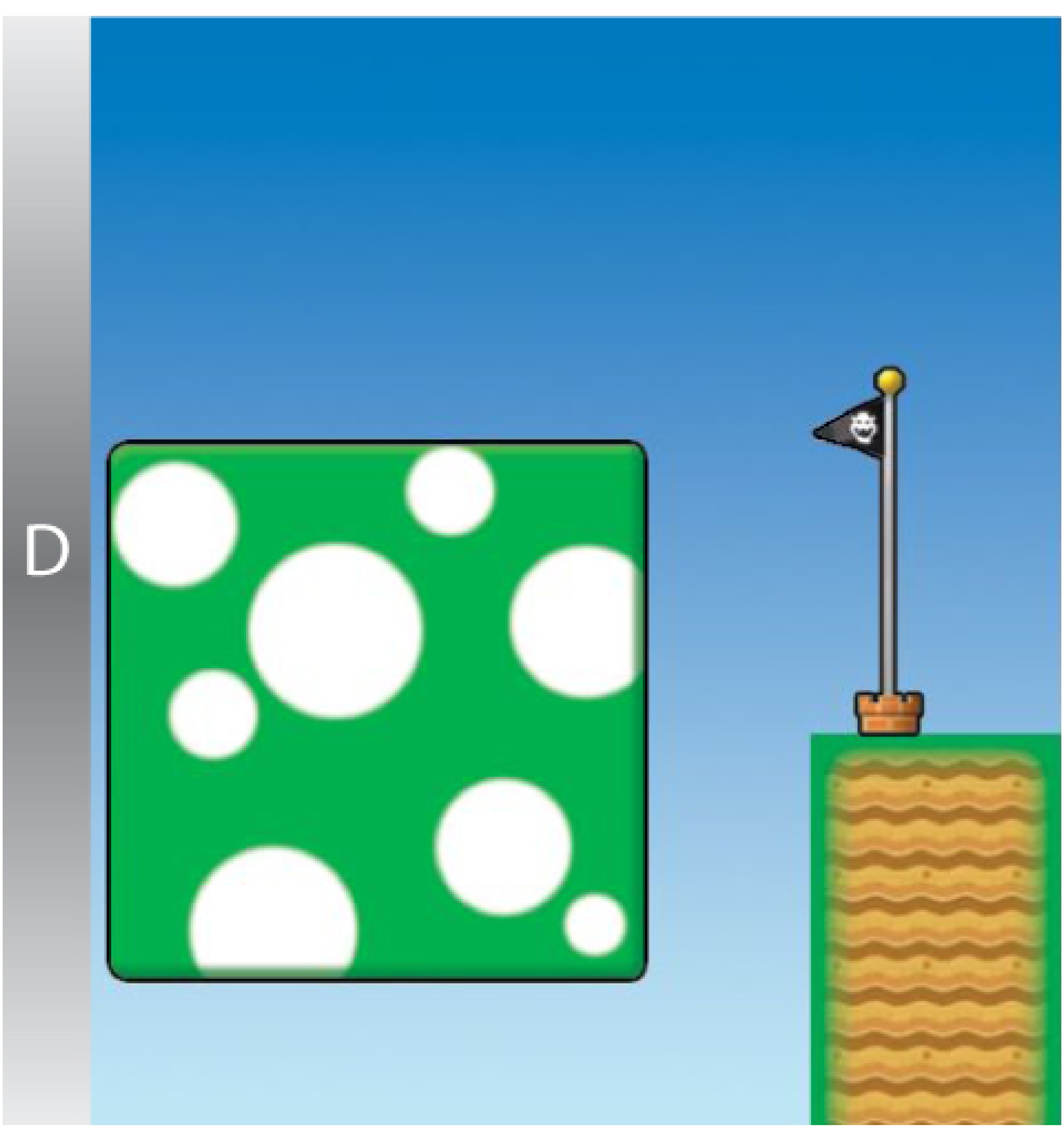


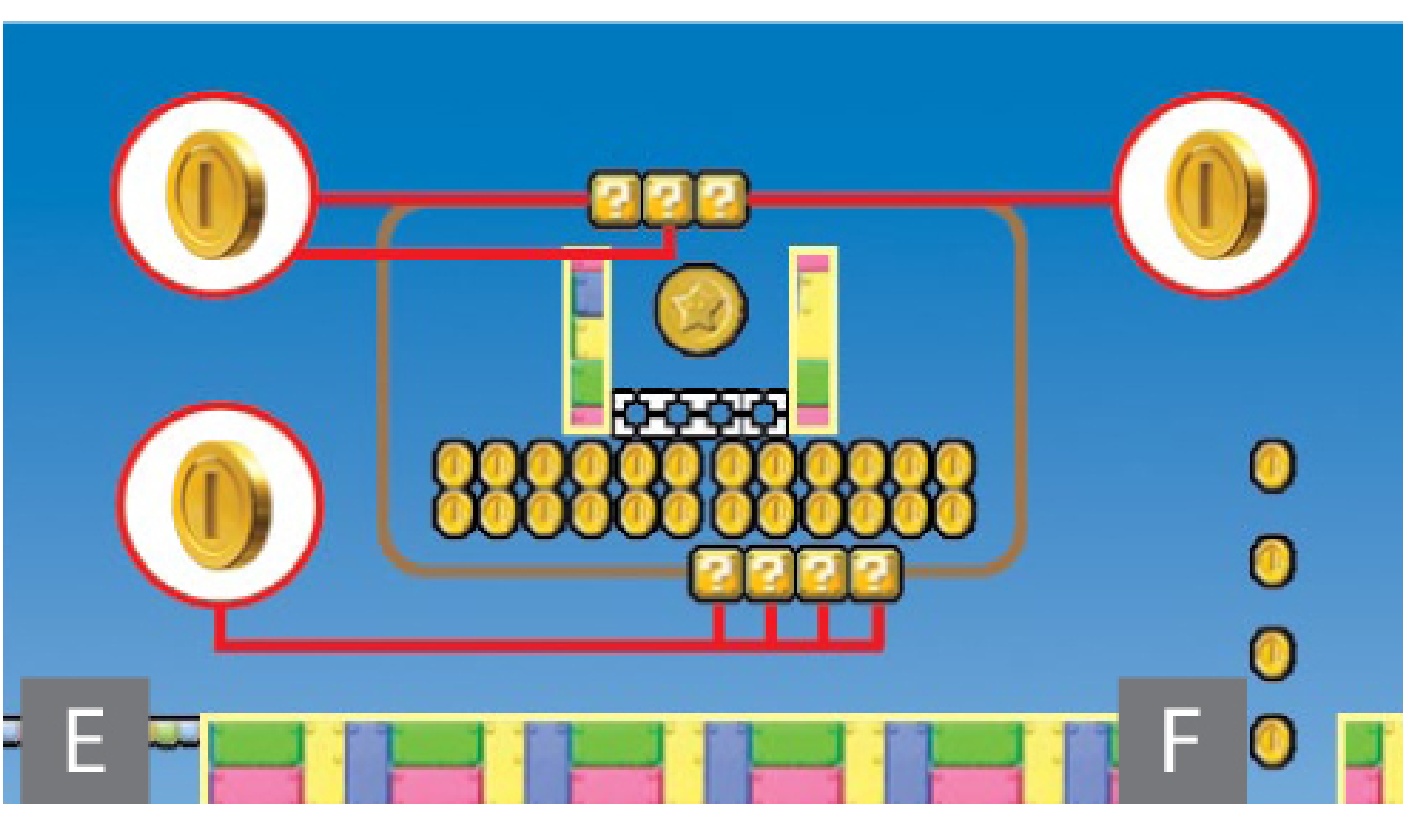


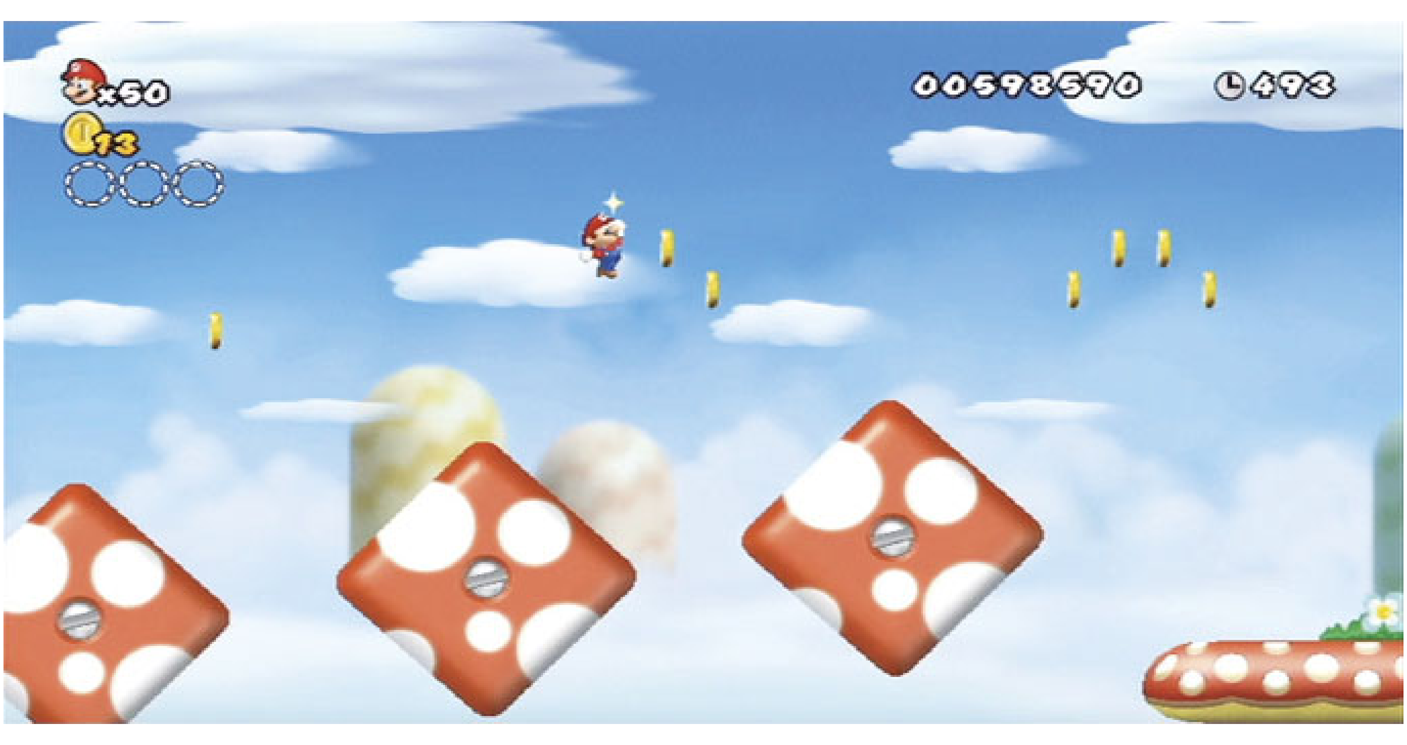
World 1-Princess Peach's Kingdom

World 1-5



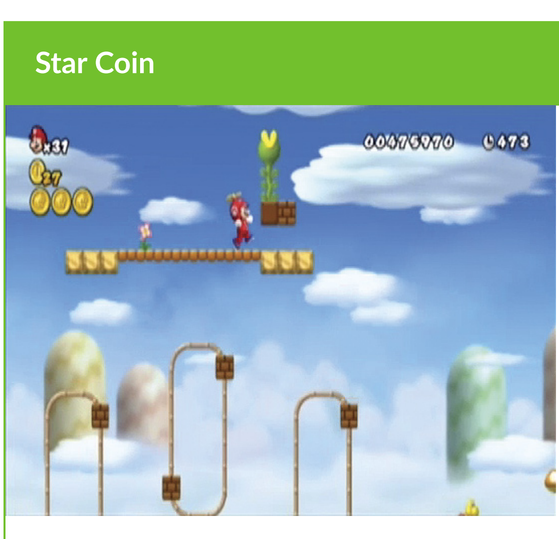


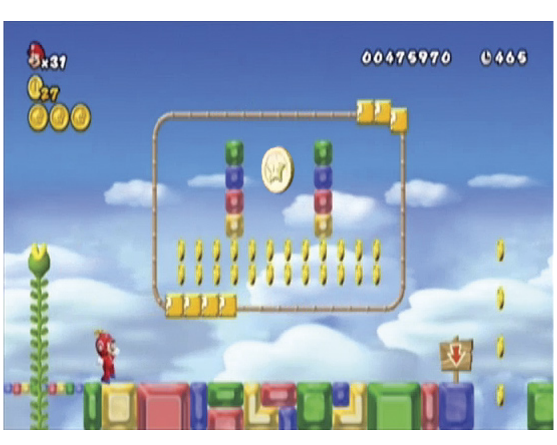




① Don't be too hasty when navigating past the spinning square platforms at the beginning of the level. If you rush across them, you risk running right off the edge. Instead, wait until they're spinning upward so that you can get a better angle when you jump, then land as the next platform begins to flatten out.

Star Coin

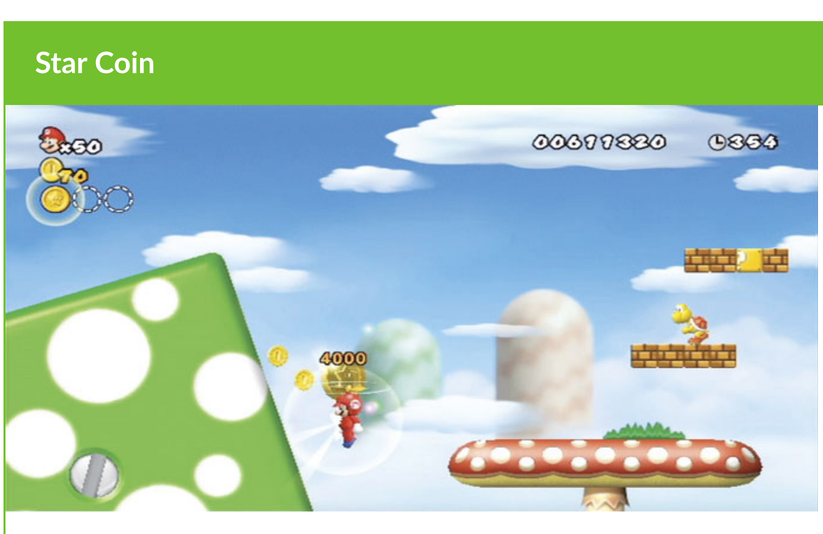




② Either use the spinning blocks on the oval rails or get a running jump to reach the ledge high in the air. Then slide under the Blocks and hit them to reveal a vine into the sky. It will lead you to a secret area. Climb the vine, then hop onto one of the rapidly cycling rows of ? Blocks.

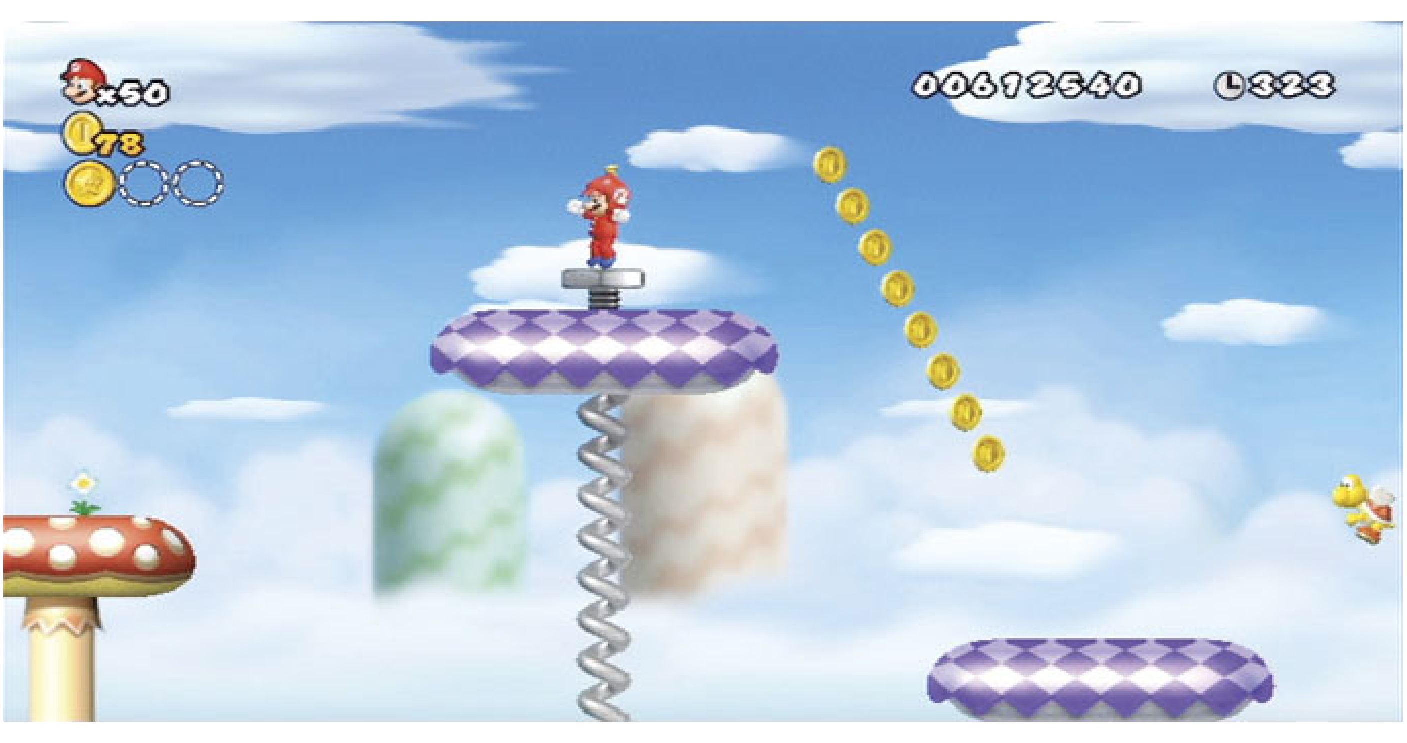
As you pass underneath the Star Coin near the center of the room, jump up to reveal a row of Invisible Blocks. After revealing all of the Invisible Blocks, ride one of the rows of ? Blocks up above the Star Coin, then drop down and grab it. When you're finished here, drop down the right side of the room, back to the main level.

Star Coin



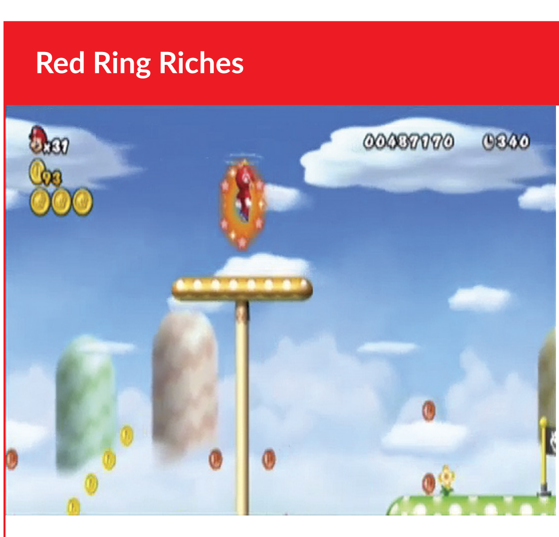
③ The second Star Coin can be tricky to get. Wait on the spinning green square at Point 3 until a corner is at the peak of the turn. As it begins to spin left, slide down the square toward the Star Coin, then use the Propellerhead power-up to fly into the air after grabbing the coin.

If you don't have the Propellerhead power-up, stand on the platform to the right of the spinning square, then Wall-Slide down the square and bounce off in time to grab the Star Coin.



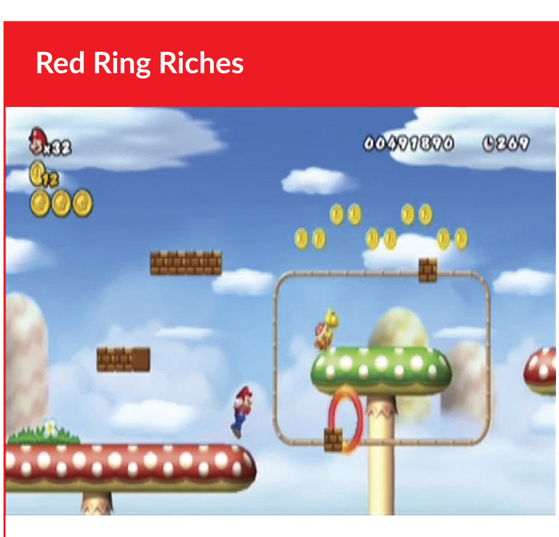
④ Stand on the screw-top at Point 4 and shake the Wii Remote to spin around and turn the screw. As you do, the purple platform you're on rises into the air, while the one on the right drops. At the peak of the platform's lift, drop down onto the next platform on the right.

Red Ring Riches



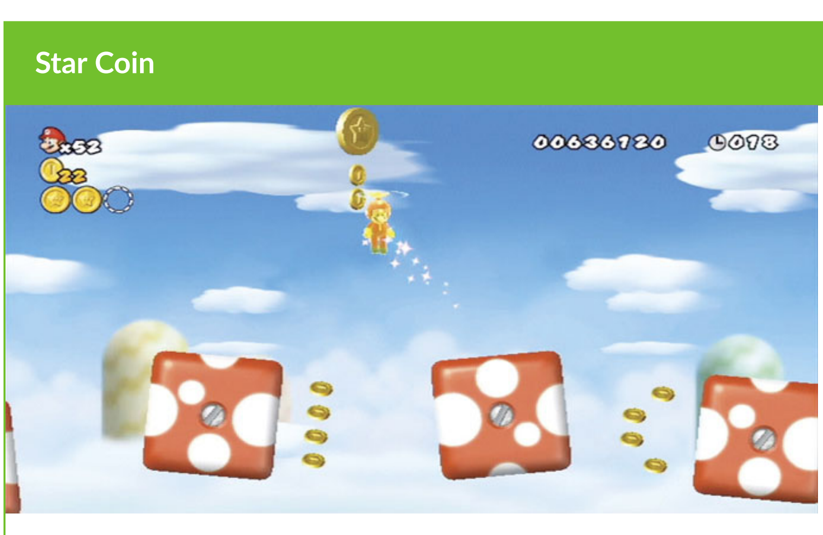
⑤ At Point 5, the screw-top forces the platform down. Lower it all the way, then jump to the next two platforms, grabbing all of the coins as you go. Once you've activated it, drop down to the green platform and backtrack to get all the red coins.

Red Ring Riches

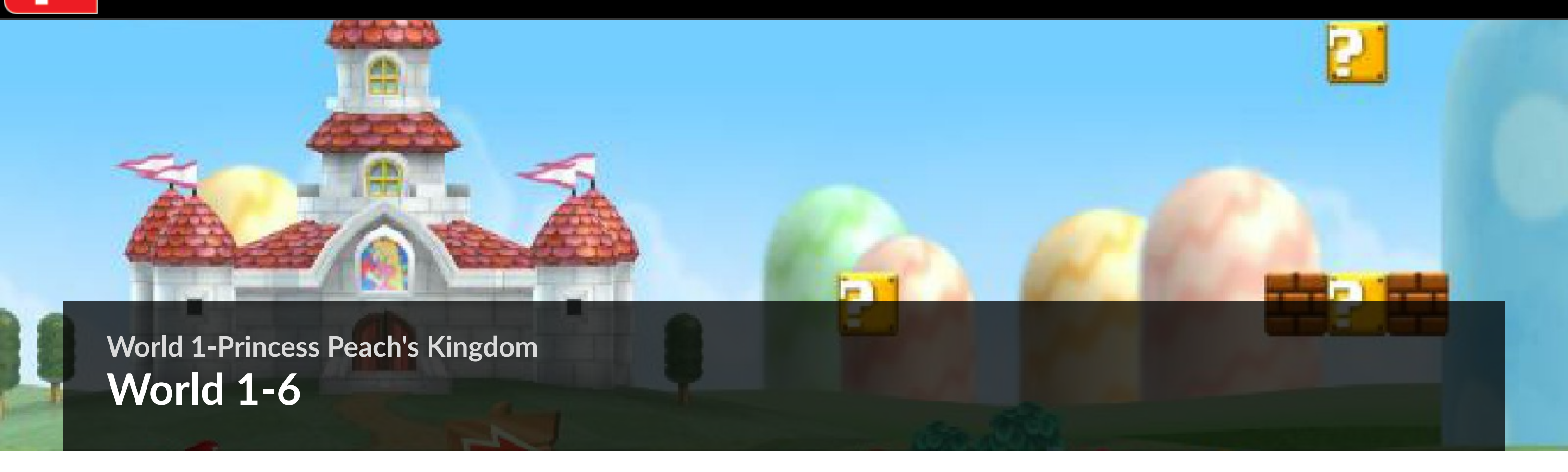


⑥ A second Red Ring! Ride one of the Blocks on the rail to easily collect all the red coins.

Star Coin

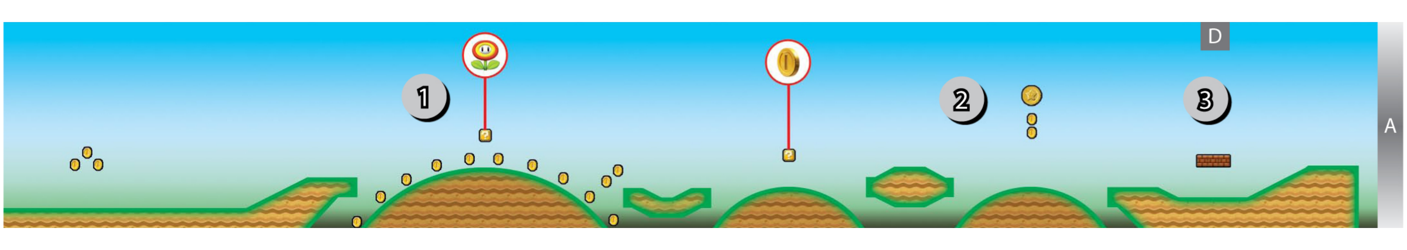


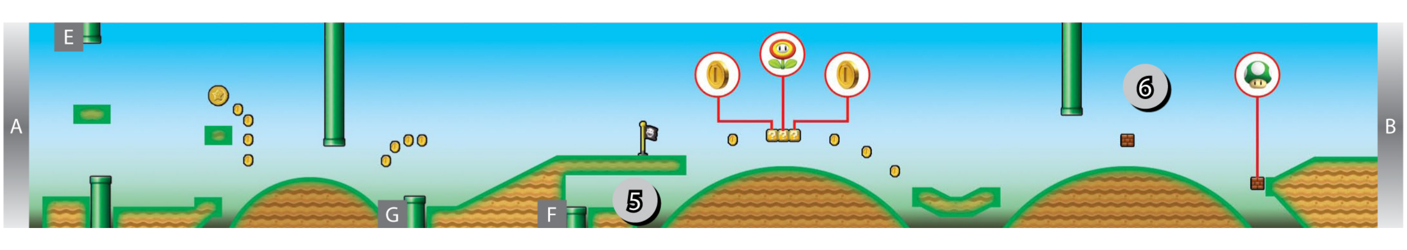
⑦ The final Star Coin is located high in the air, above two rotating square platforms. Either use the Propellerhead power-up to zip up and grab it, or get a running start off of one of the rotating platforms as its corner turns up toward the coin, and jump up to grab it.

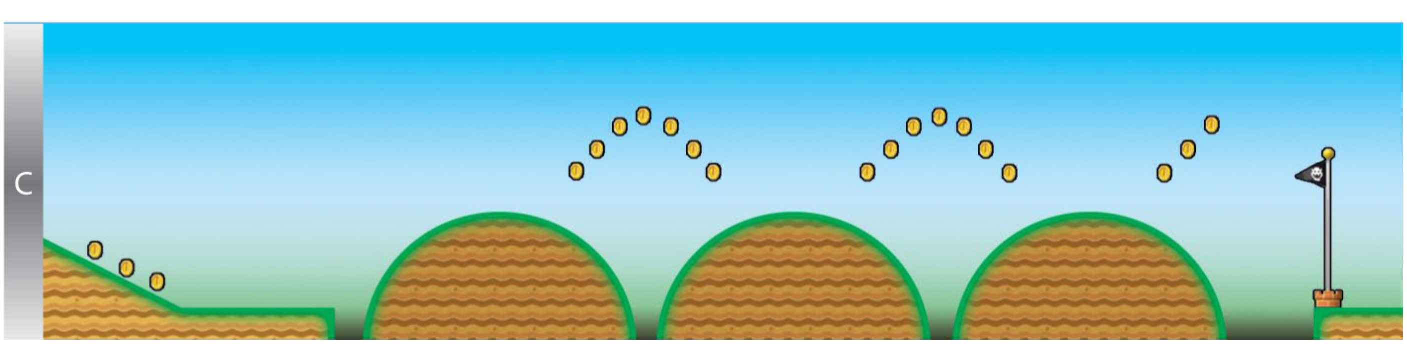


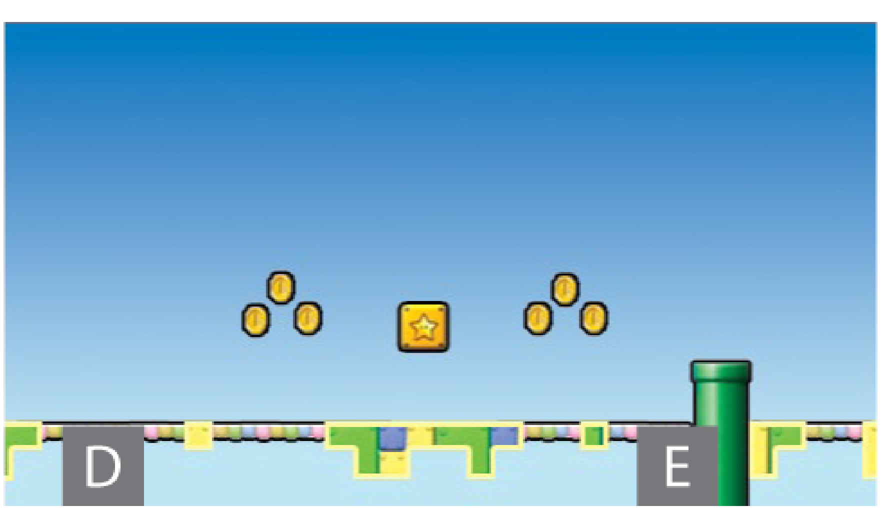
World 1-Princess Peach's Kingdom

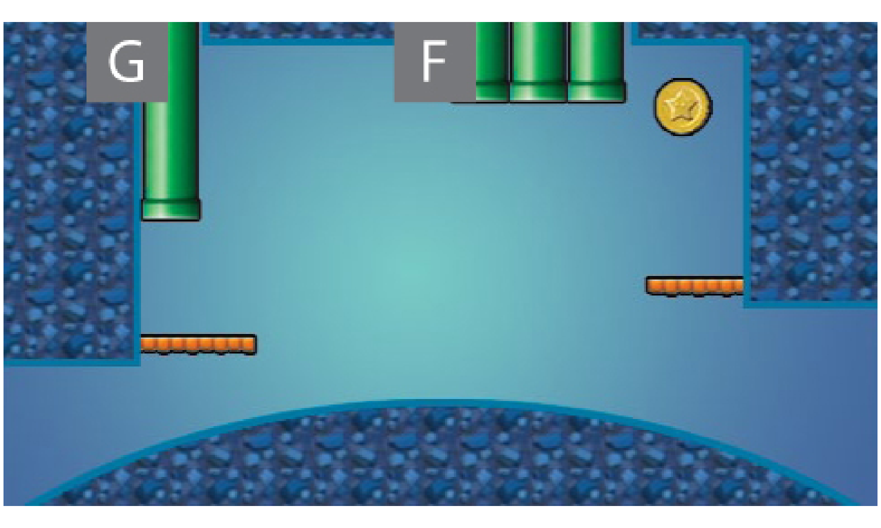
World 1-6

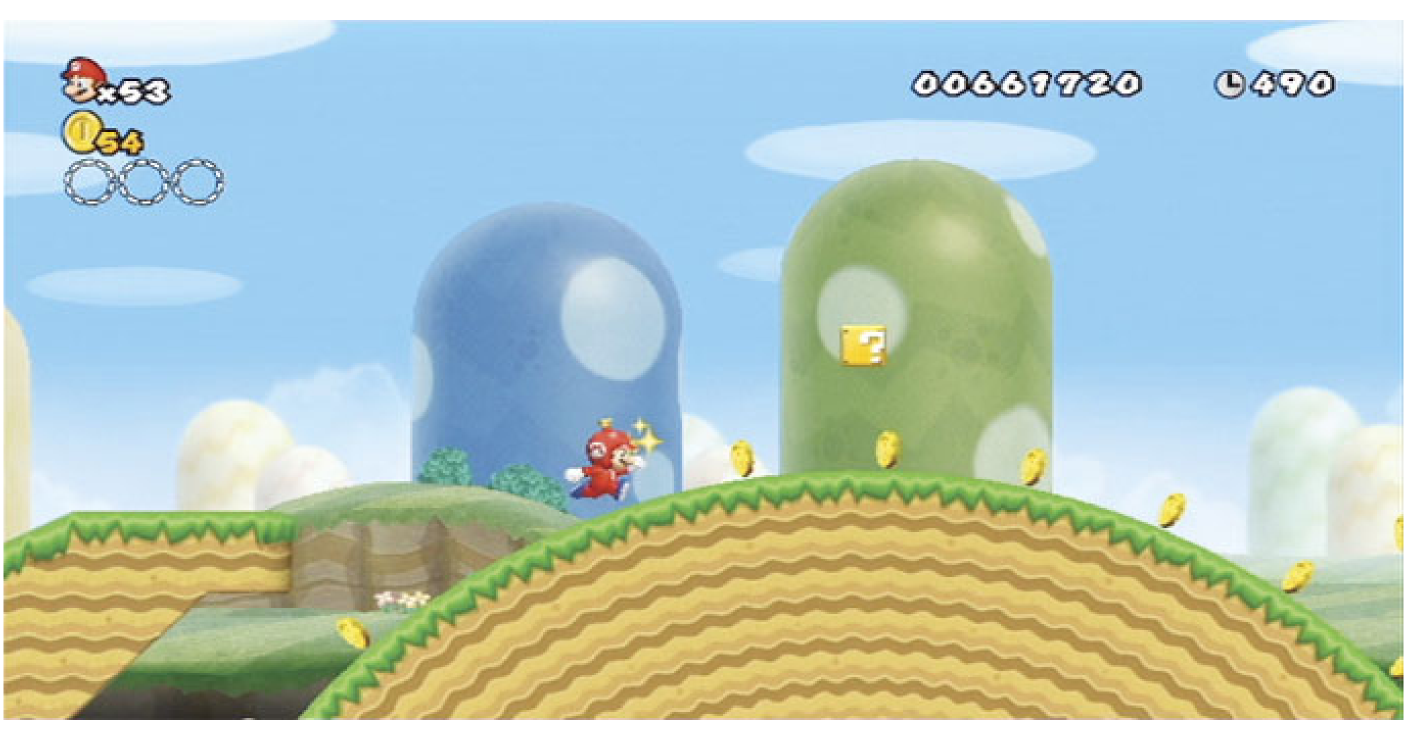






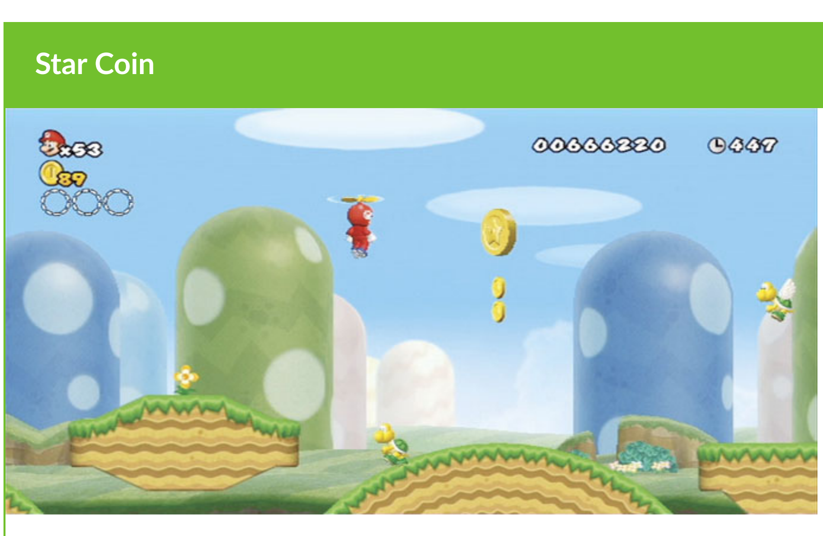




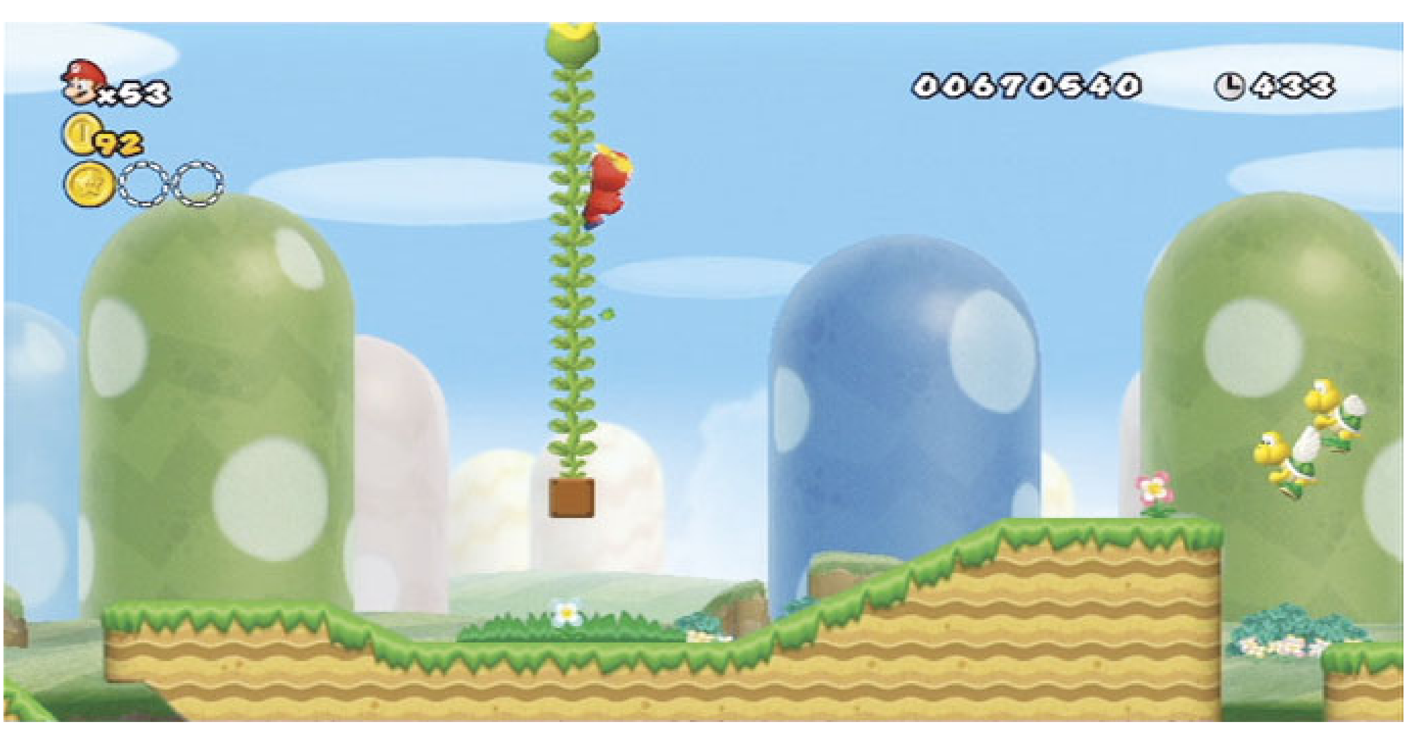


Stay on this rotating mound of earth and run right to collect all of the coins as they appear. Since the mound is rotating left, while you're running right, you'll stay in place and let the coins come to you.

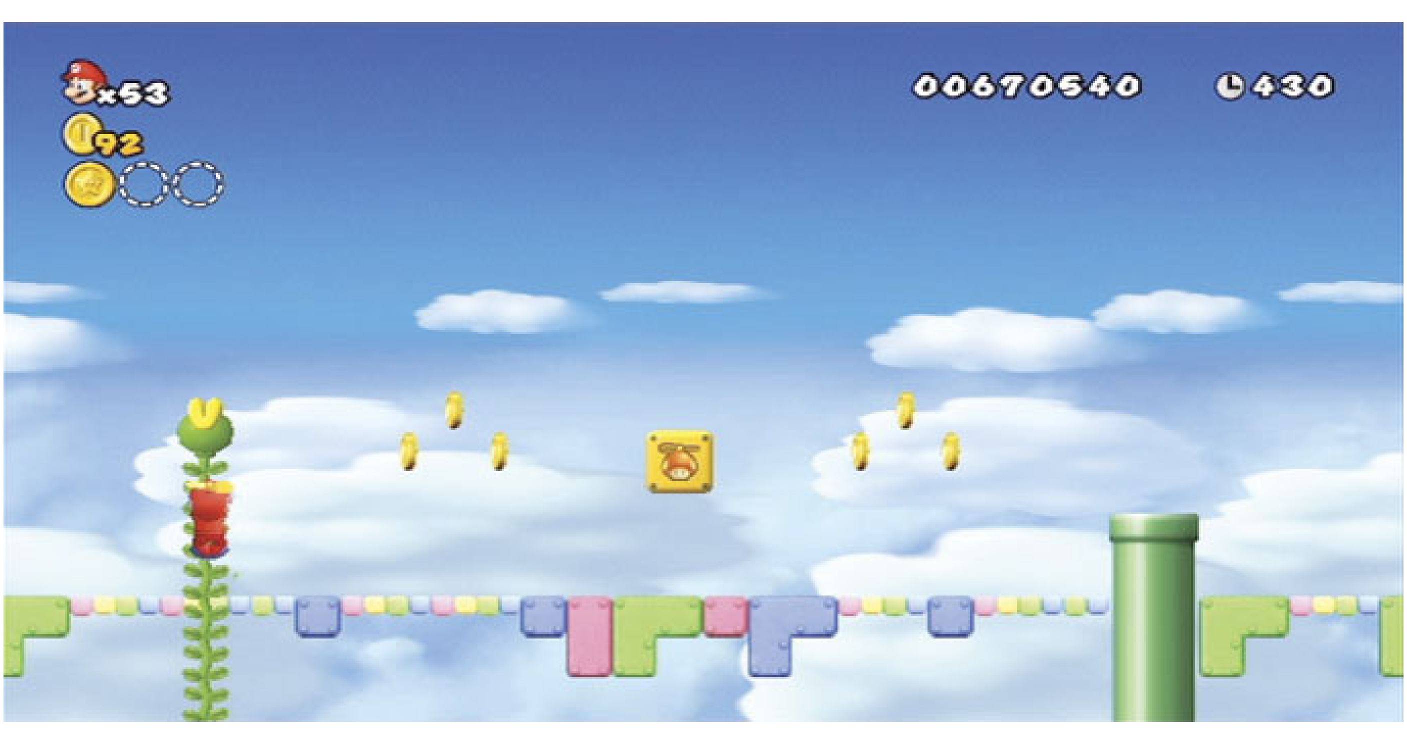
Star Coin


x53
89
00666220
447

② The first Star Coin is located at Point 2, high above a rotating mound of earth. To reach it, use the Propellerhead power-up to fly up to it. If you don't have that power-up, bounce off the nearby Green Koopa Paratroopas to get high enough to grab it.

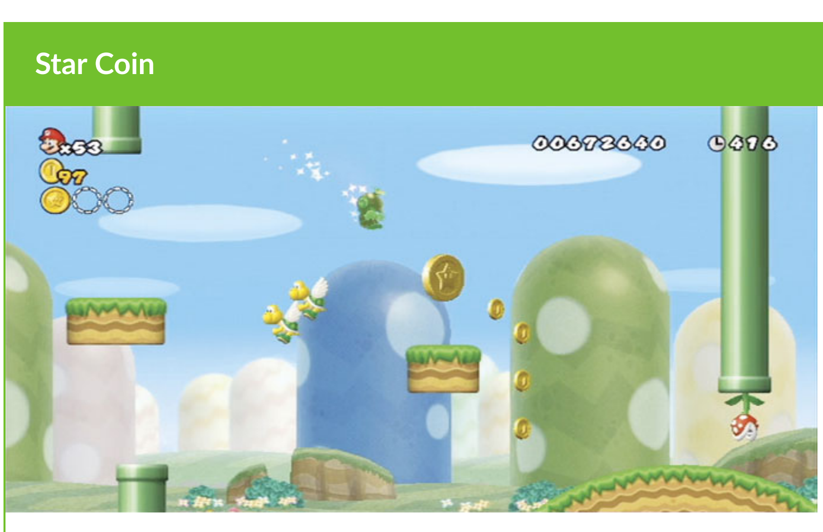

x53
92
00670540
433

③ Point 3 has a block with a vine.


x53
92
00670540
430

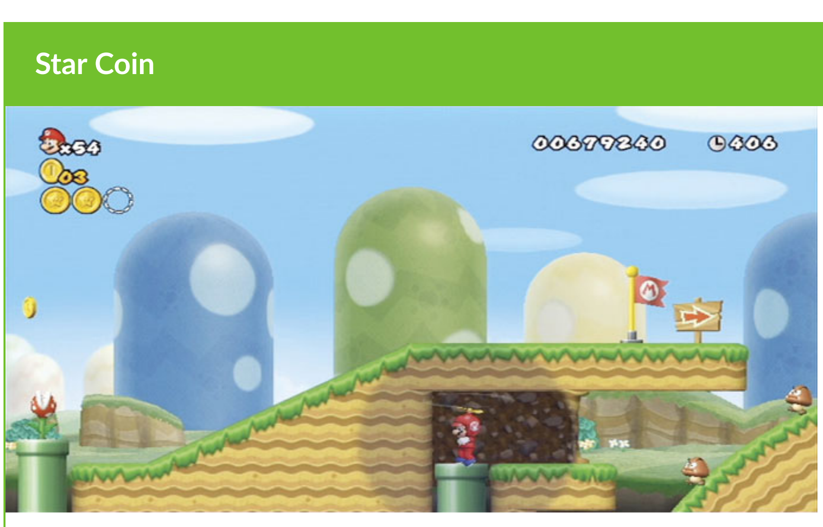
Climb the vine up to a secret room with a Roulette Block.

Star Coin

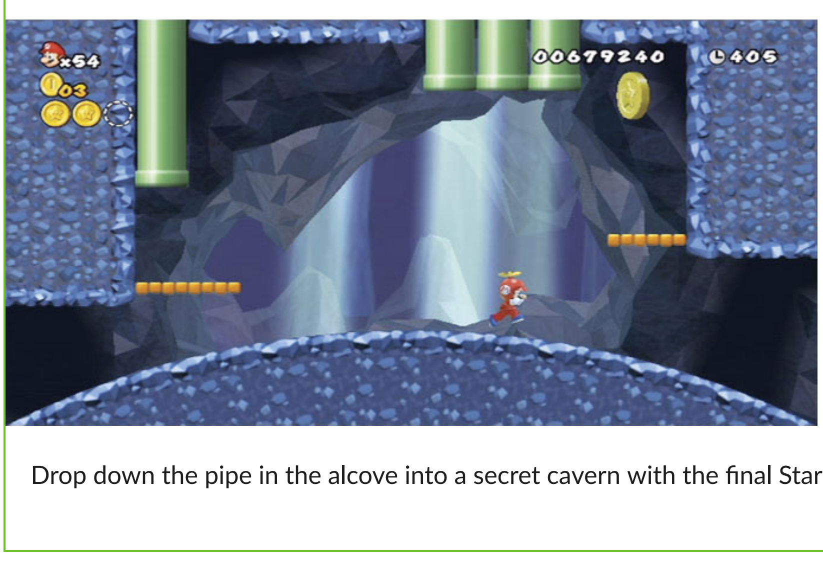

x53
97
00672640
416

④ After returning from the secret room in Point 3, you drop down on a ledge just left of the next Star Coin. Jump from the ledge and grab it on your way down.

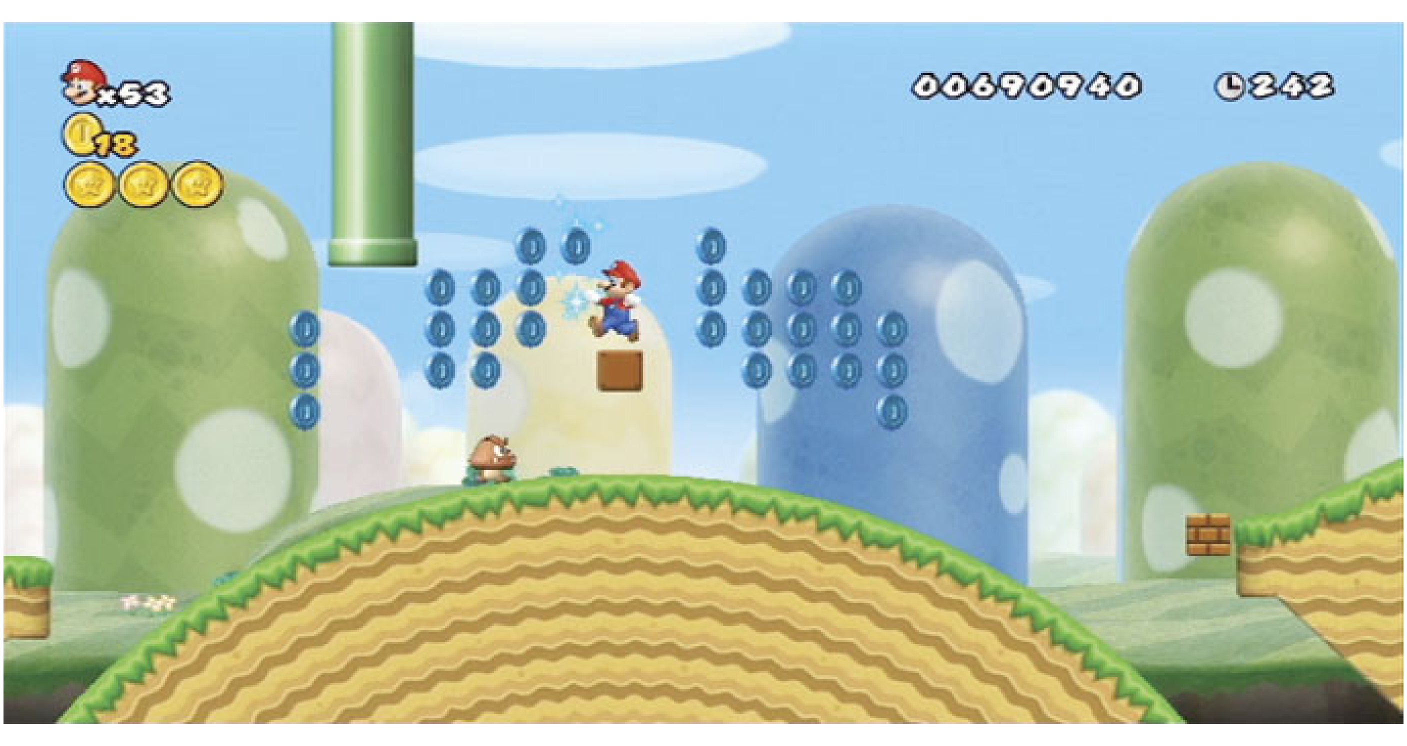
Star Coin


x54
03
00679240
406

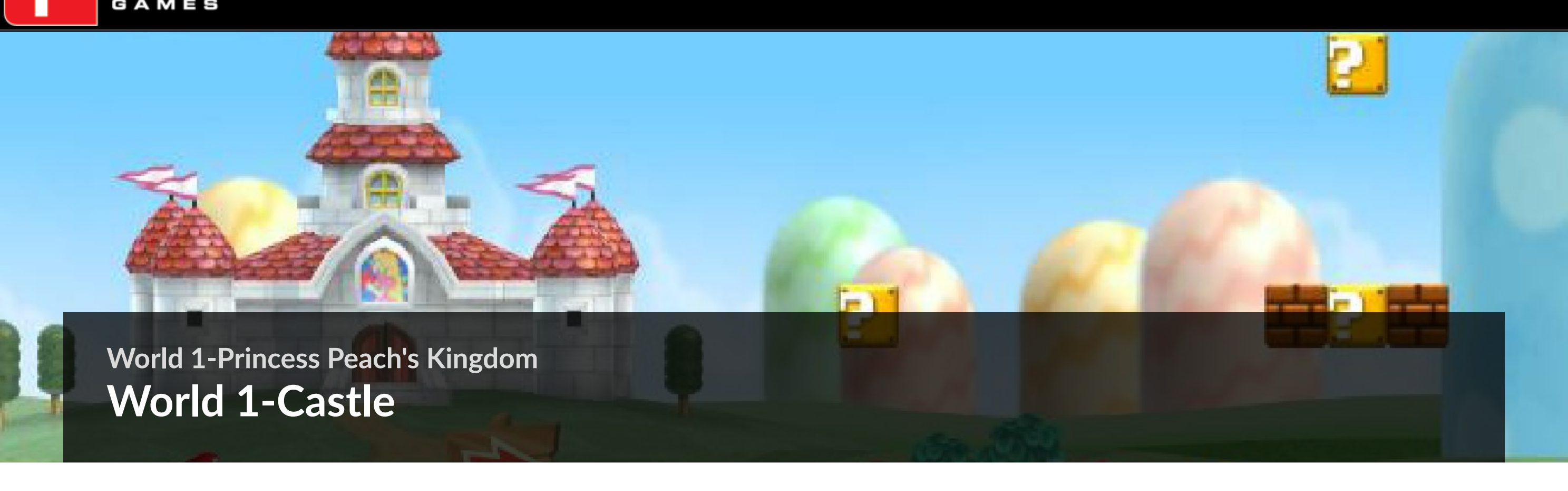
⑤ After passing by the Bowser flag, drop down onto the rotating earth mound on the right and ride it into a small hidden alcove on the left. You won't see it until you're right next to it.


x54
03
00679240
405

Drop down the pipe in the alcove into a secret cavern with the final Star Coin.

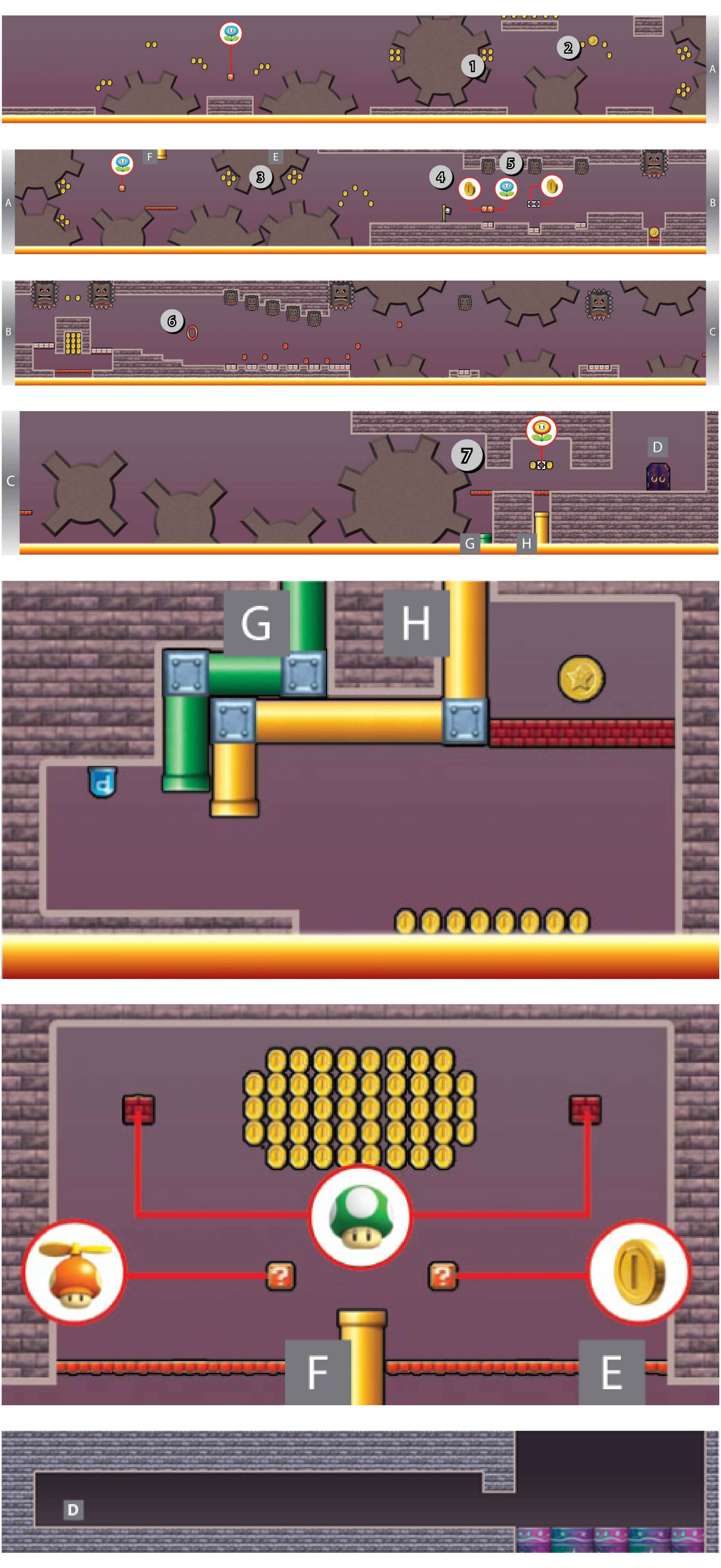

x53
18
00690940
242

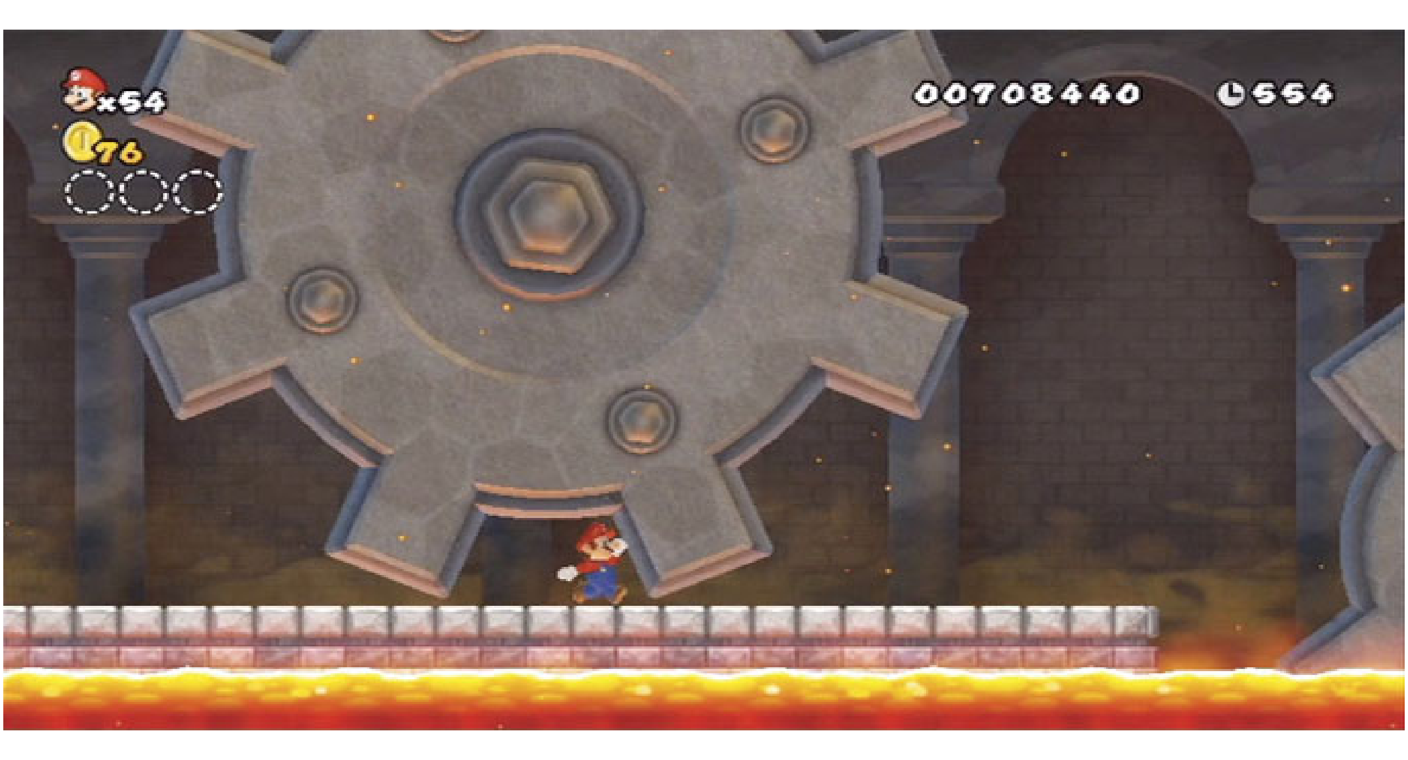
⑥ There's a P Switch at Point 6. Hit the Block to expose it, then grab the coins surrounding the center block.



World 1-Princess Peach's Kingdom

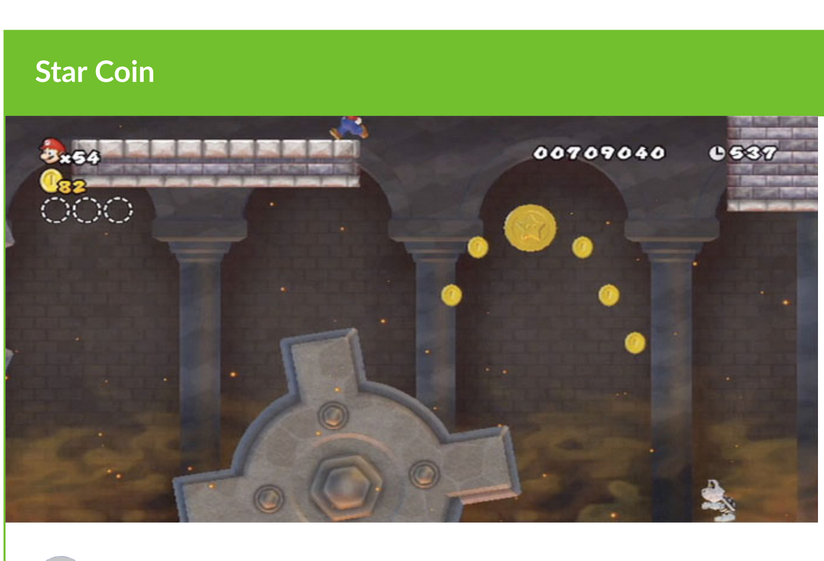
World 1-Castle



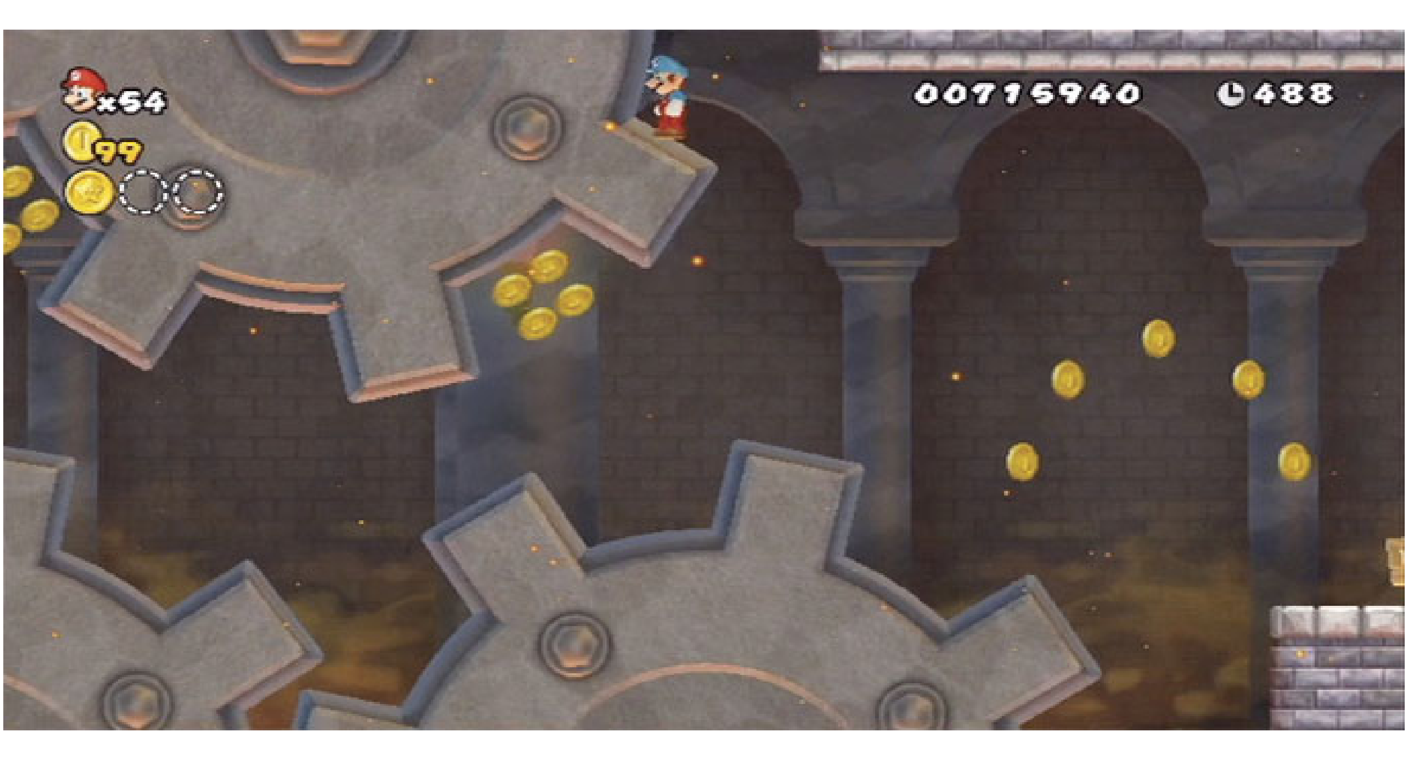


① Slip between the cog's teeth to avoid getting squashed!

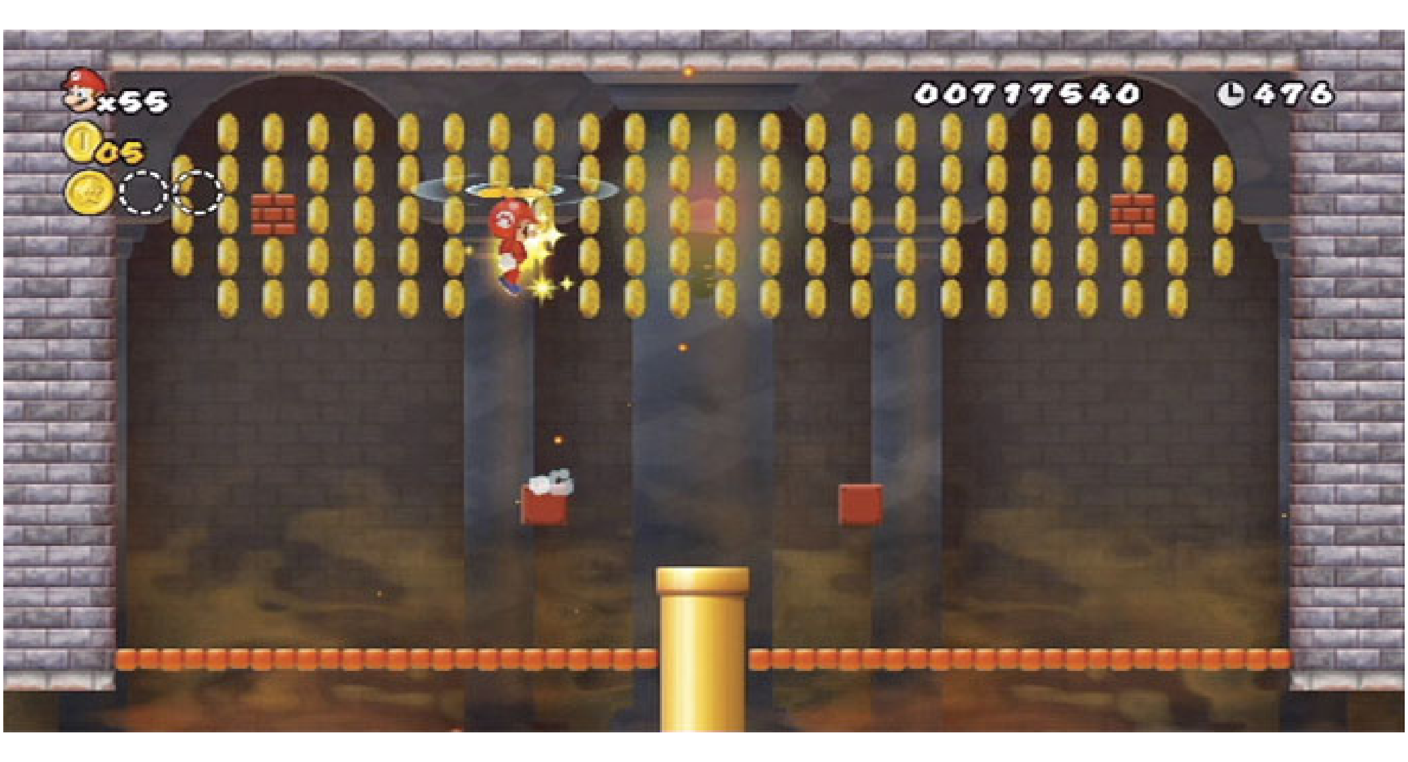
Star Coin



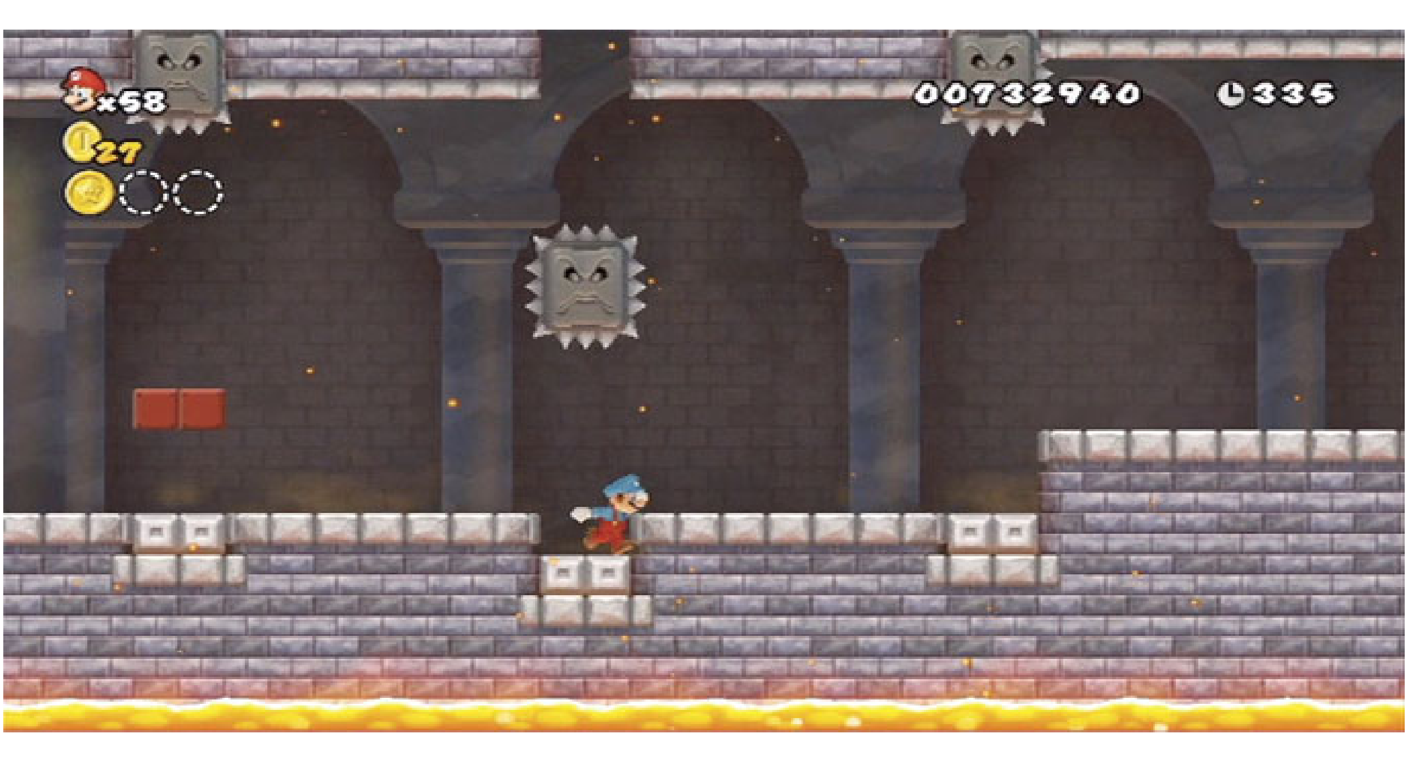
② Ride the teeth on the cog at Point 1 up to a small ledge with coins high above the ground. After you nab all of the coins, drop down to grab the Star Coin on the right at Point 2.



③ Stand on one of the teeth of the cog in Point 3 and ride it up above the screen. Jump right, toward the wall, to find a secret area crammed with coins and two 1-Up Mushrooms!

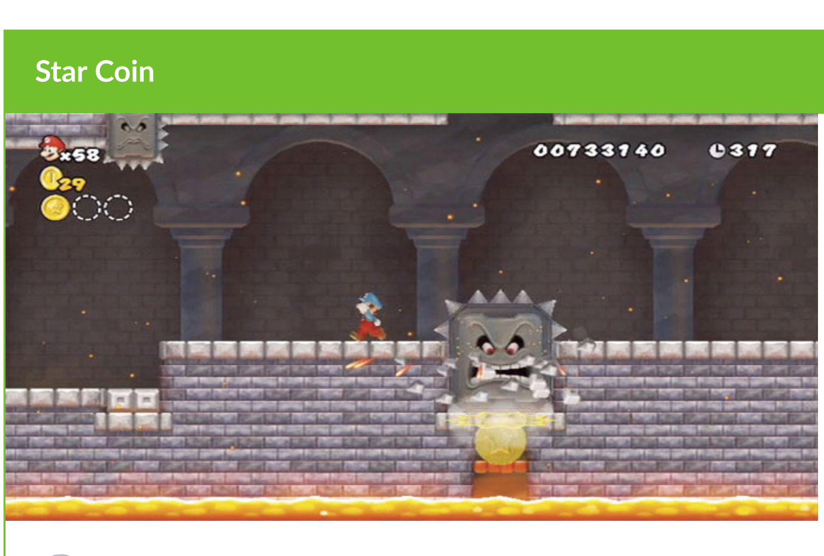


After you collect them all, take the pipe back down to the main level.



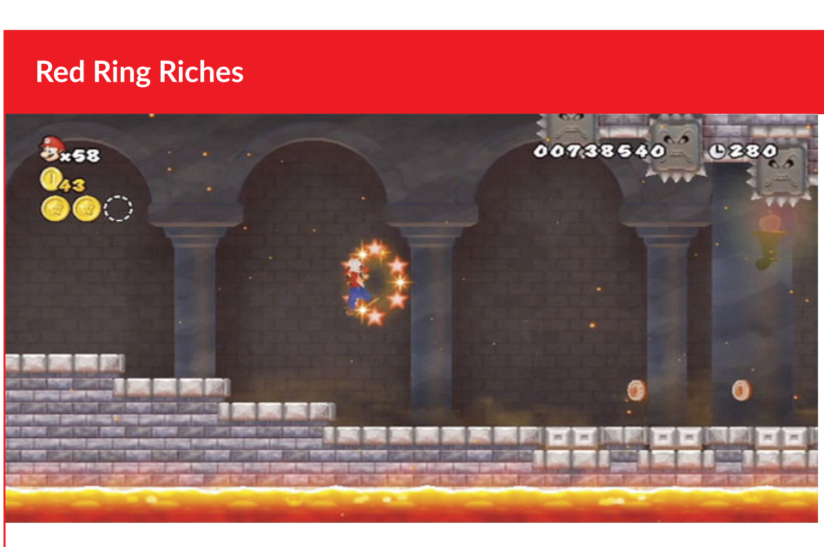
④ Wait for the Thwomps to begin rising before you pass underneath them. Don't try to jump over them after they drop: if you do, you'll often meet with more disastrous results than if you slip underneath them. Dash past the Thwomp area to clear it quickly.

Star Coin



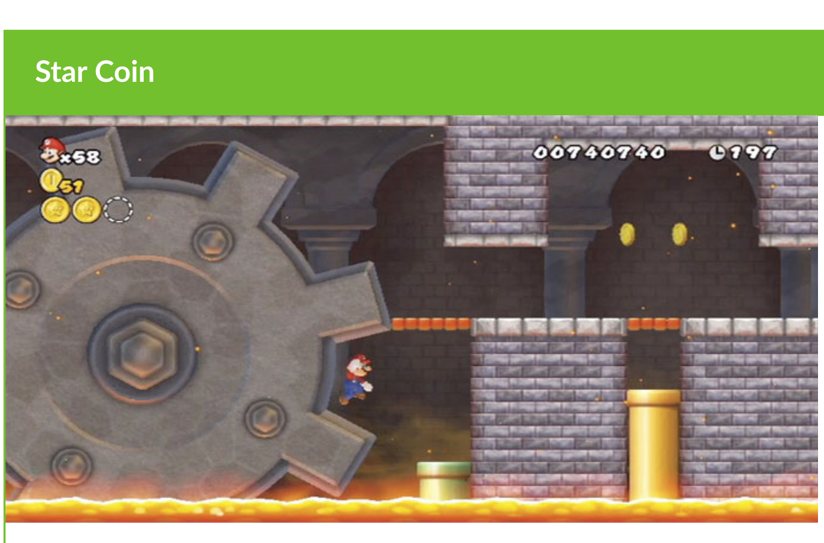
⑤ To grab the second Star Coin, wait for the Big Thwomp to drop down and crush the blocks over the Star Coin at Point 5. After the Big Thwomp rises back into the air, drop down, grab the Star Coin, and get out!

Red Ring Riches

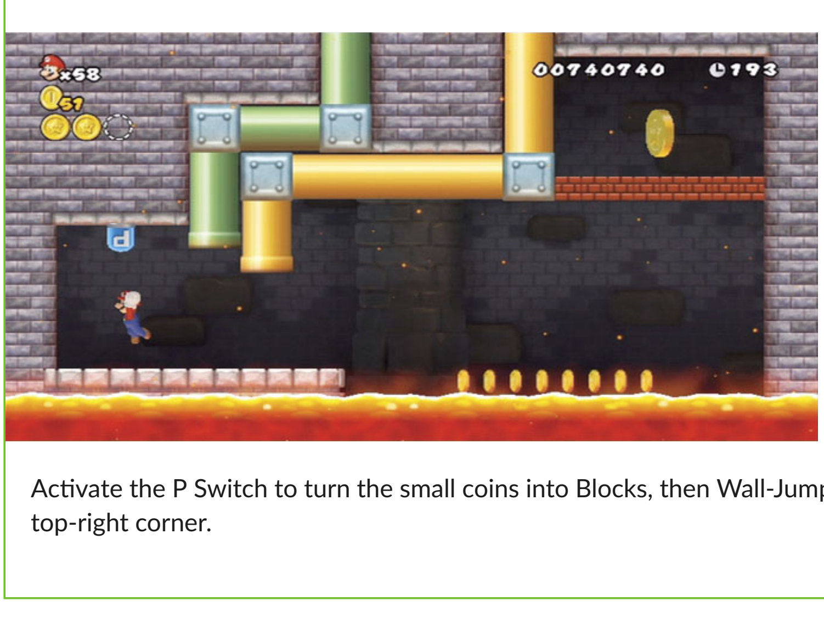


⑥ After you pass through the Red Ring, dash across the passage on the right and collect seven of the eight red coins. The last coin is floating above the cog in the lava on the right.

Star Coin

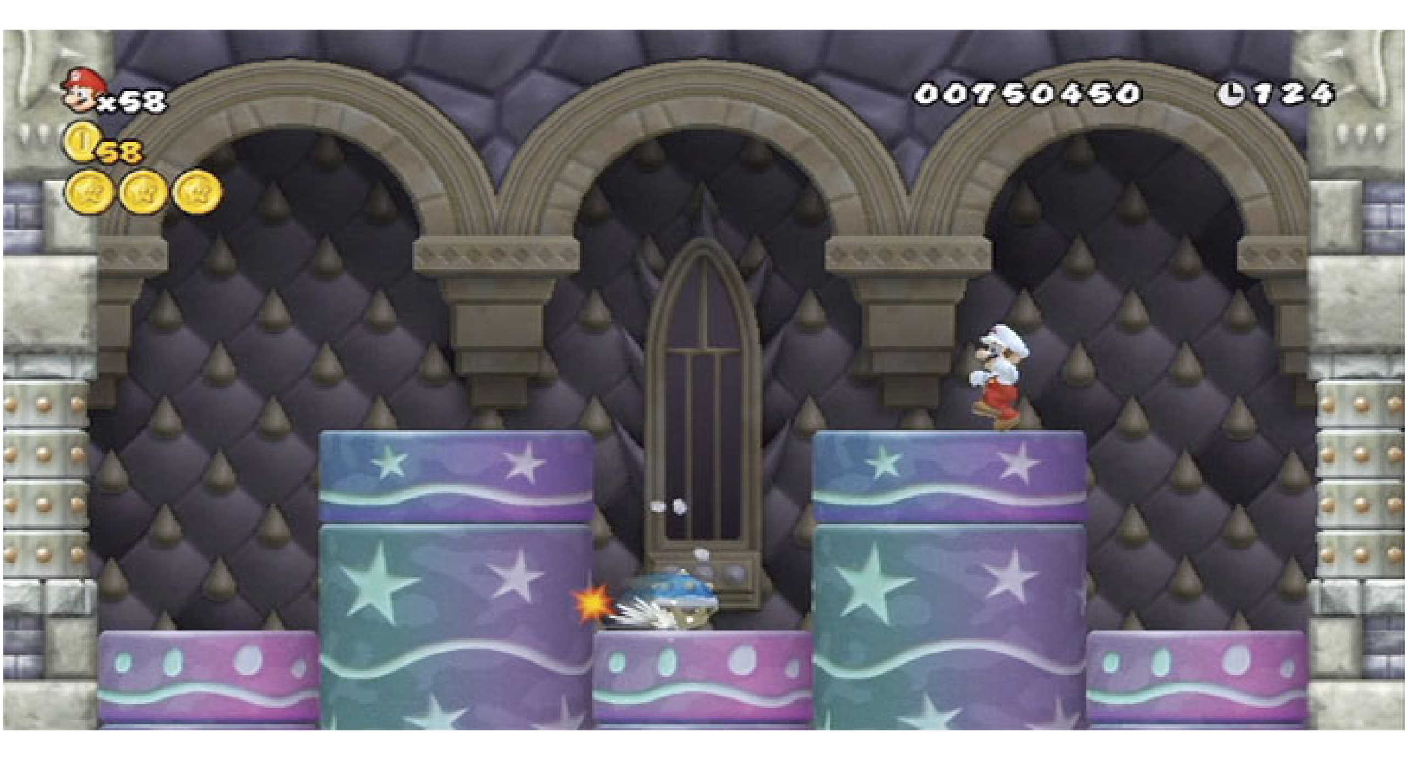


⑦ Ride the teeth on the cog at Point 7 down toward the green pipe on the right. Slide down the pipe into a room with a P Switch and the third Star Coin.



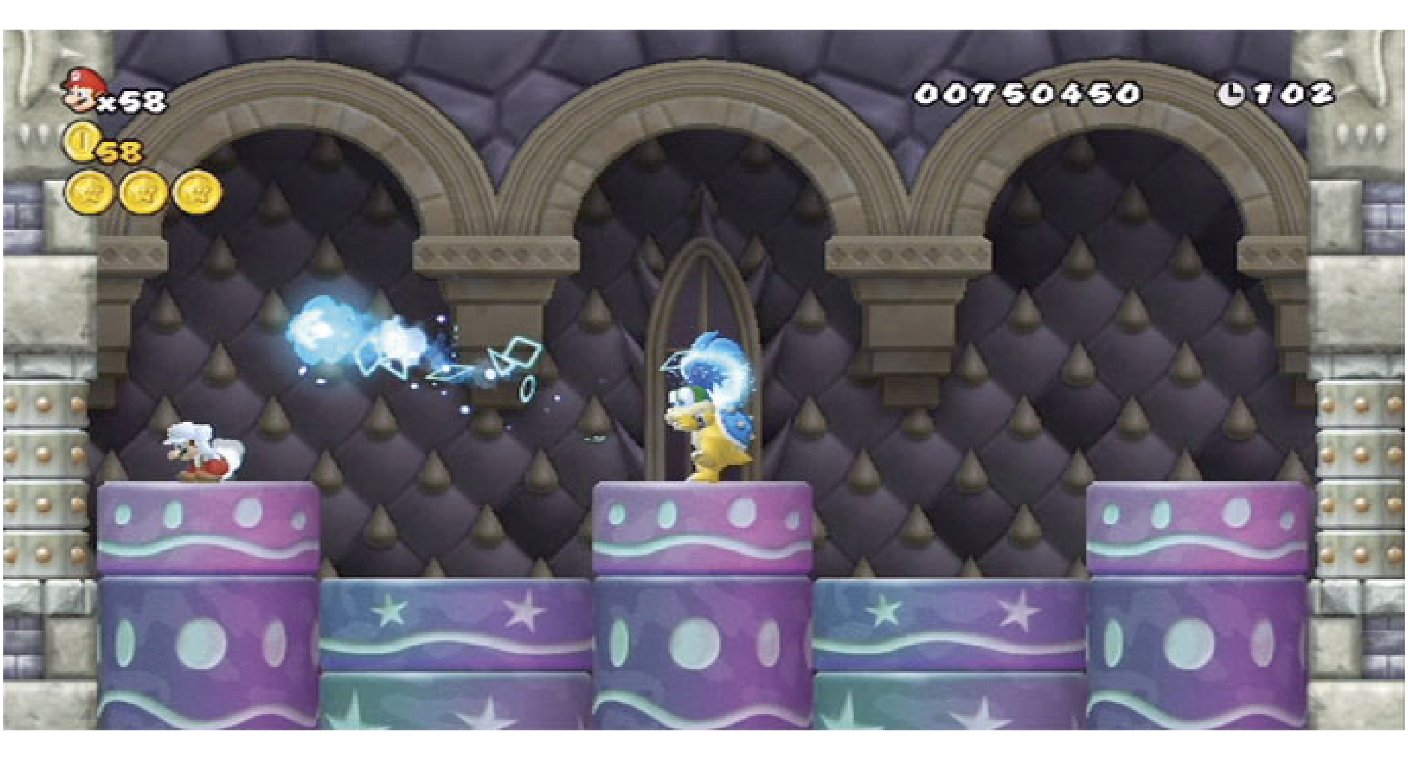
Activate the P Switch to turn the small coins into Blocks, then Wall-Jump off the right wall and up to the Star Coin in the top-right corner.

Boss Battle

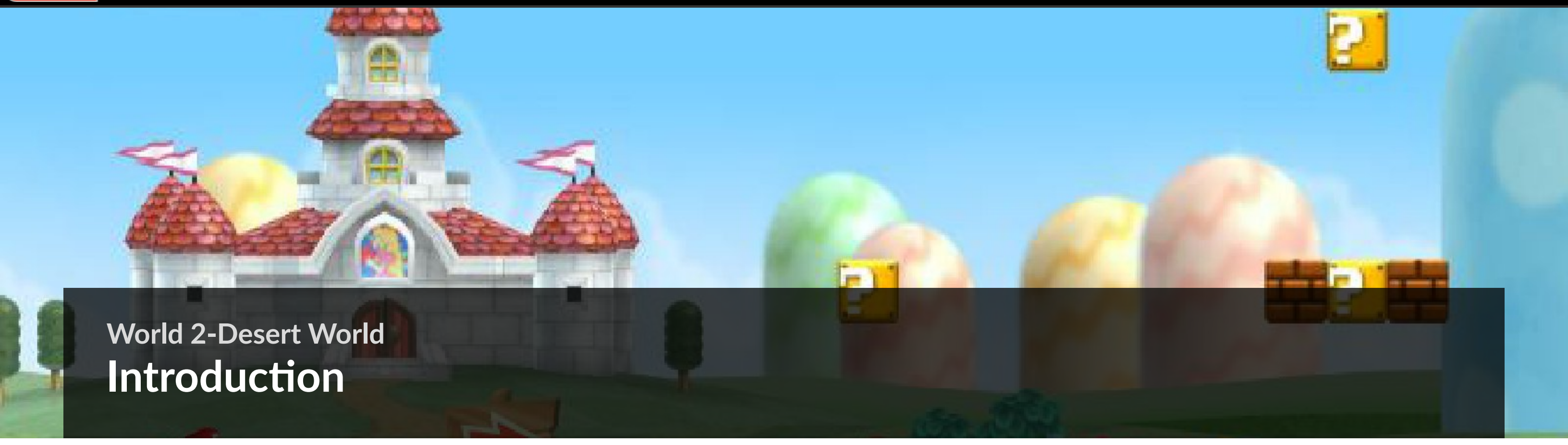


Larry hasn't changed his tactics much since the last time you met him. This time, he does have some extra help, however. Just before the battle begins, a Magikoopa zooms by overhead and sprinkles the area with magic.

When he does, the floor turns into pillars that rise and fall, making the ground uneven. If you can't blast Larry Koopa with fireballs, wait for him to drop into a position lower than you, and then jump into the air to Ground-Pound his head.



After hitting Larry, he'll retreat into his shell like before and bounce back and forth. Simply stay out of the way, near the opposite side of the room, and wait for him to re-emerge. When he does, dodge his blue projectiles, and bounce on his head two more times to defeat him.

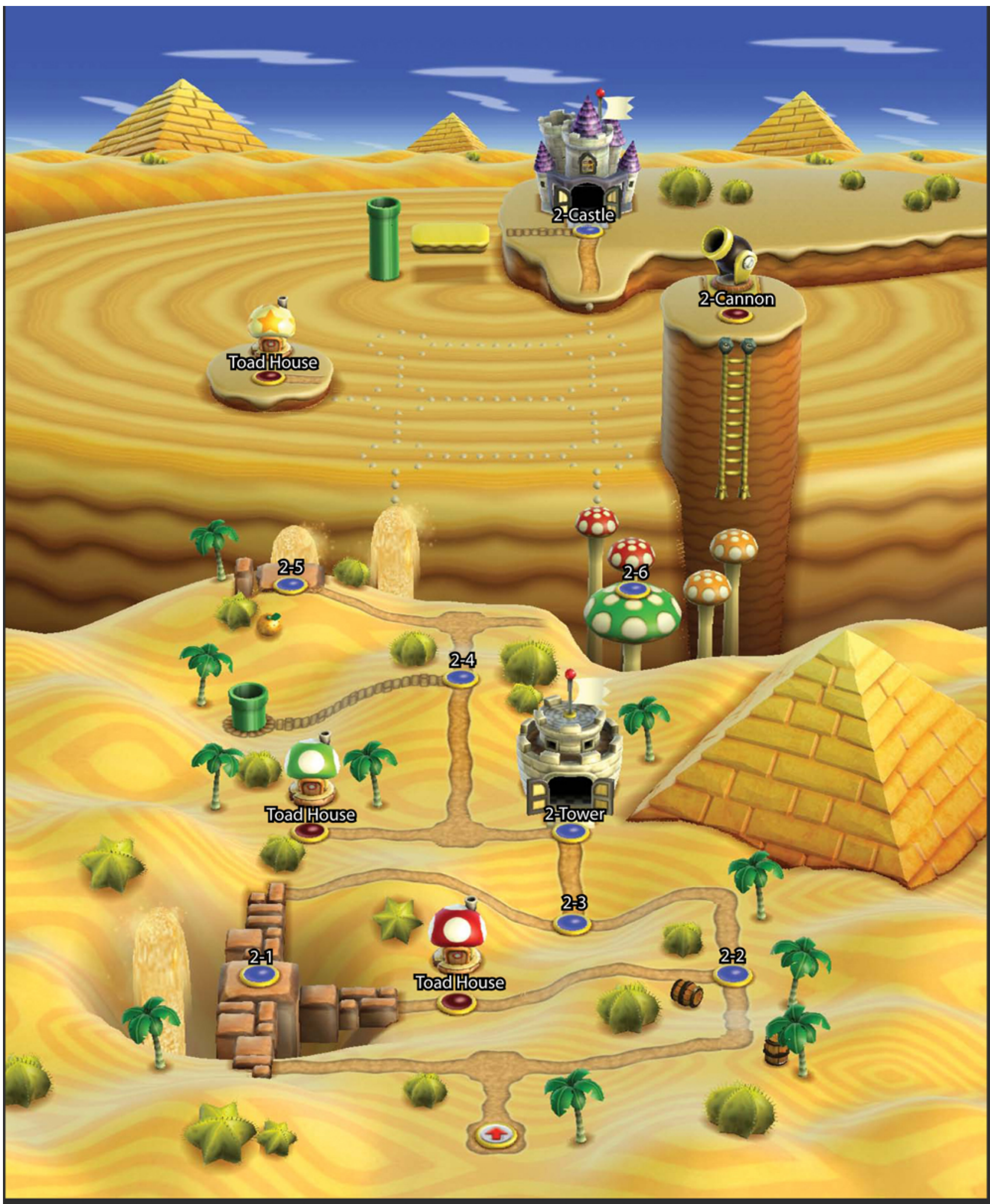


World 2-Desert World

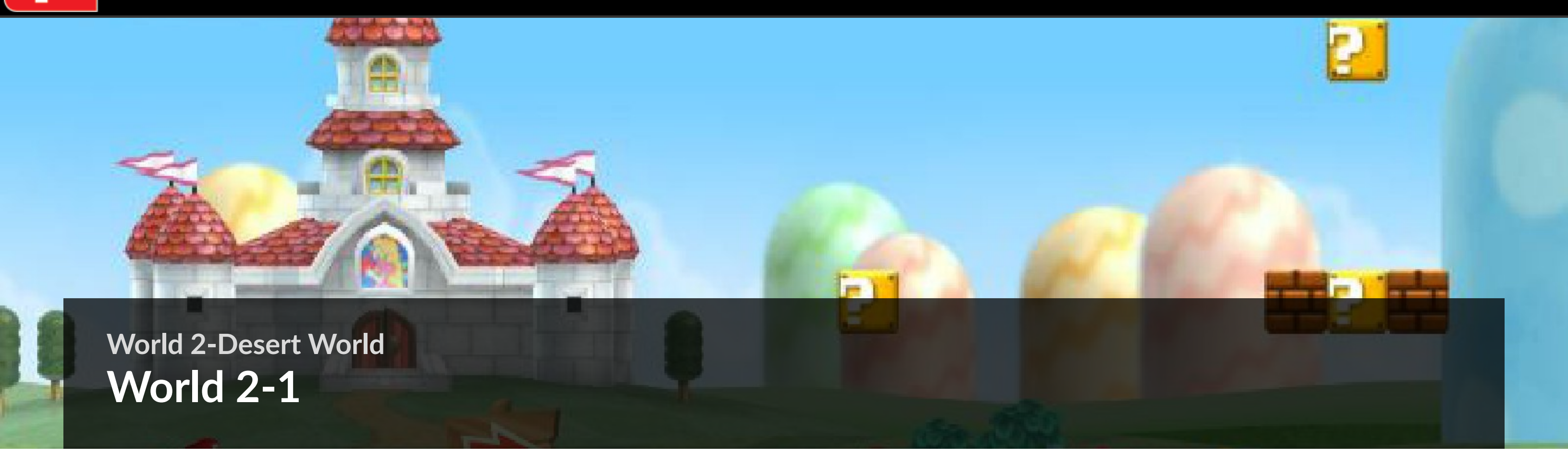
Introduction

World 2-Desert World

This desert world will leave you shaking sand out of your cap! Prepare to deal with severe sandstorms that continuously push you across levels, sand geysers, and several new enemies like Pokeys and Spinies!

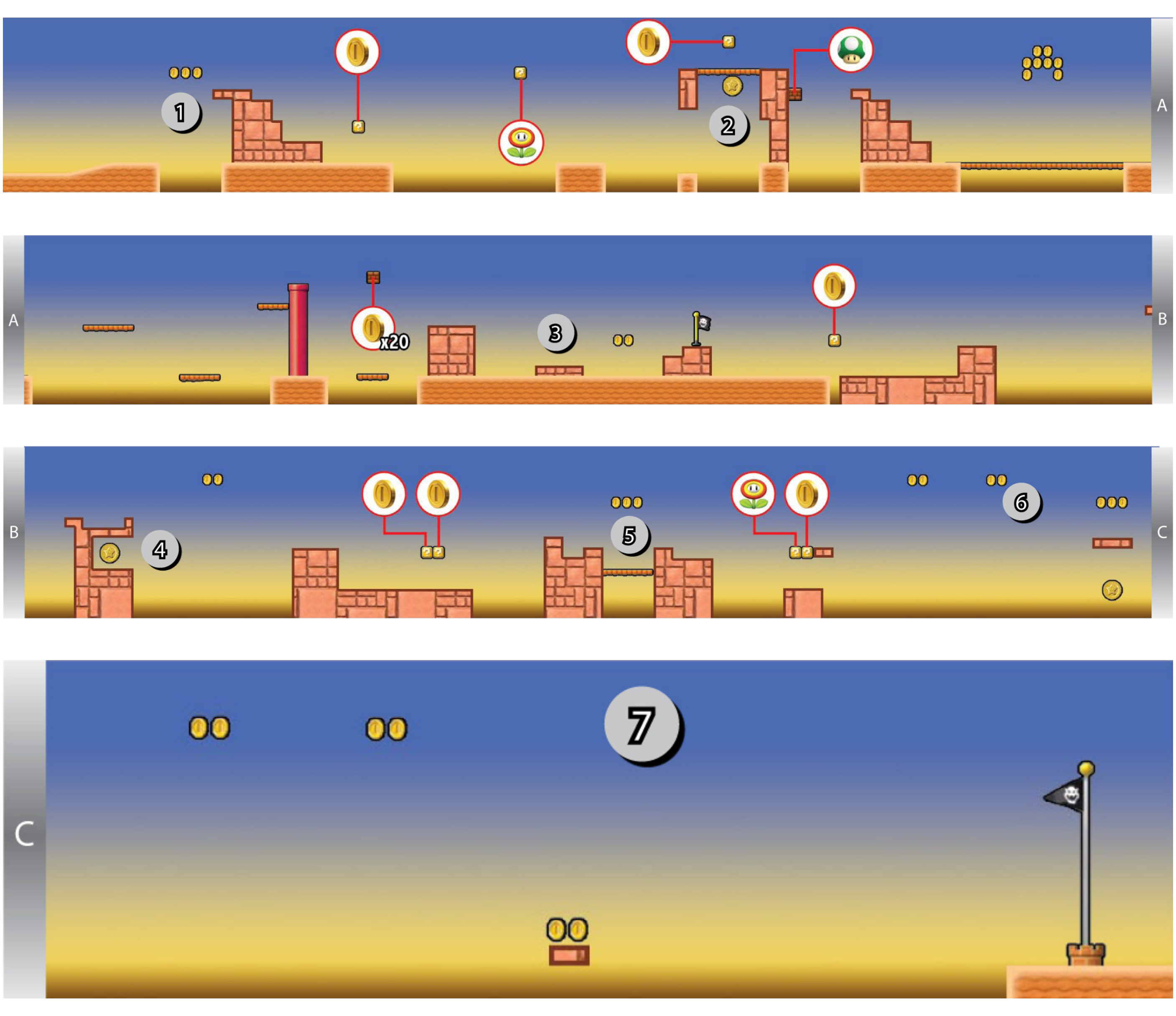

2-Castle
2-Cannon
Toad House
2-5
2-6
2-4
Toad House
2-Tower
2-3
2-2
2-1
Toad House

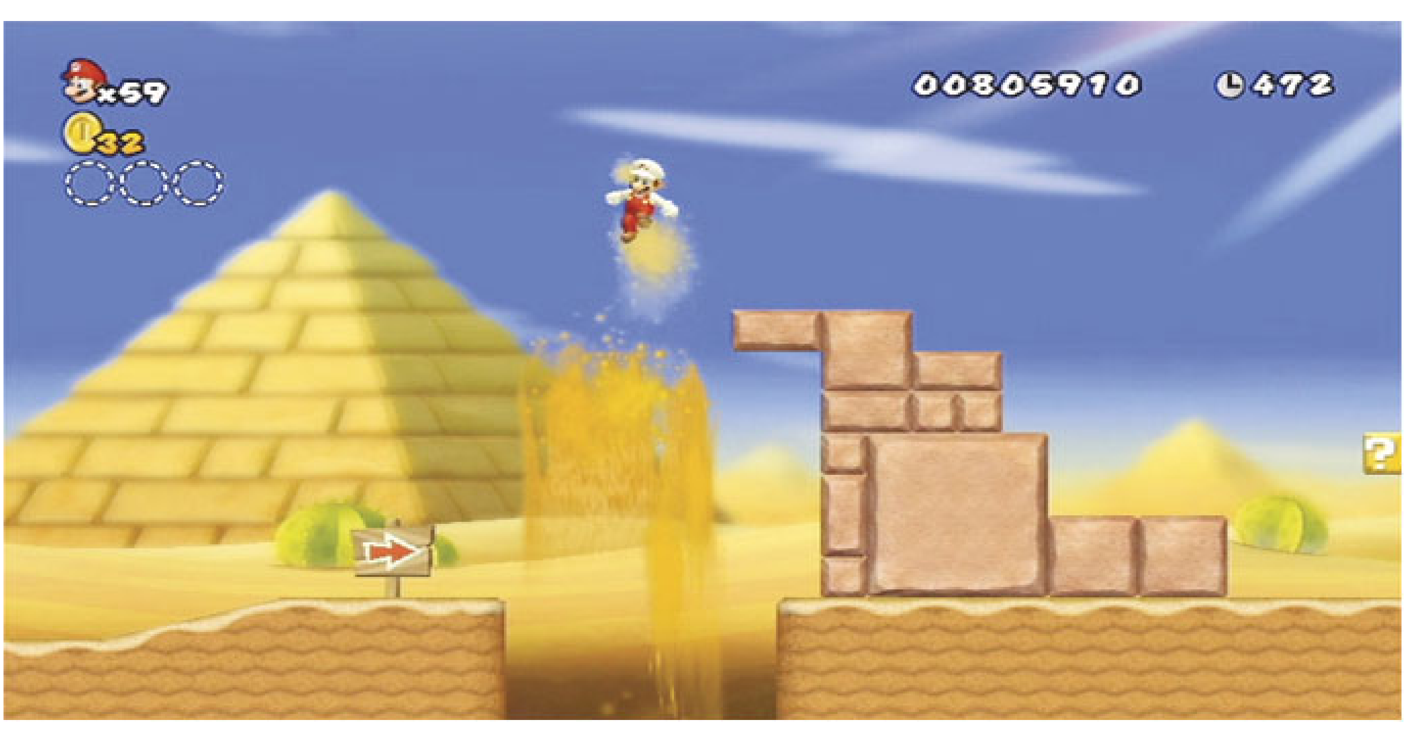
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
8	3	0	1	World 2-6	Roy Koopa



World 2-Desert World

World 2-1



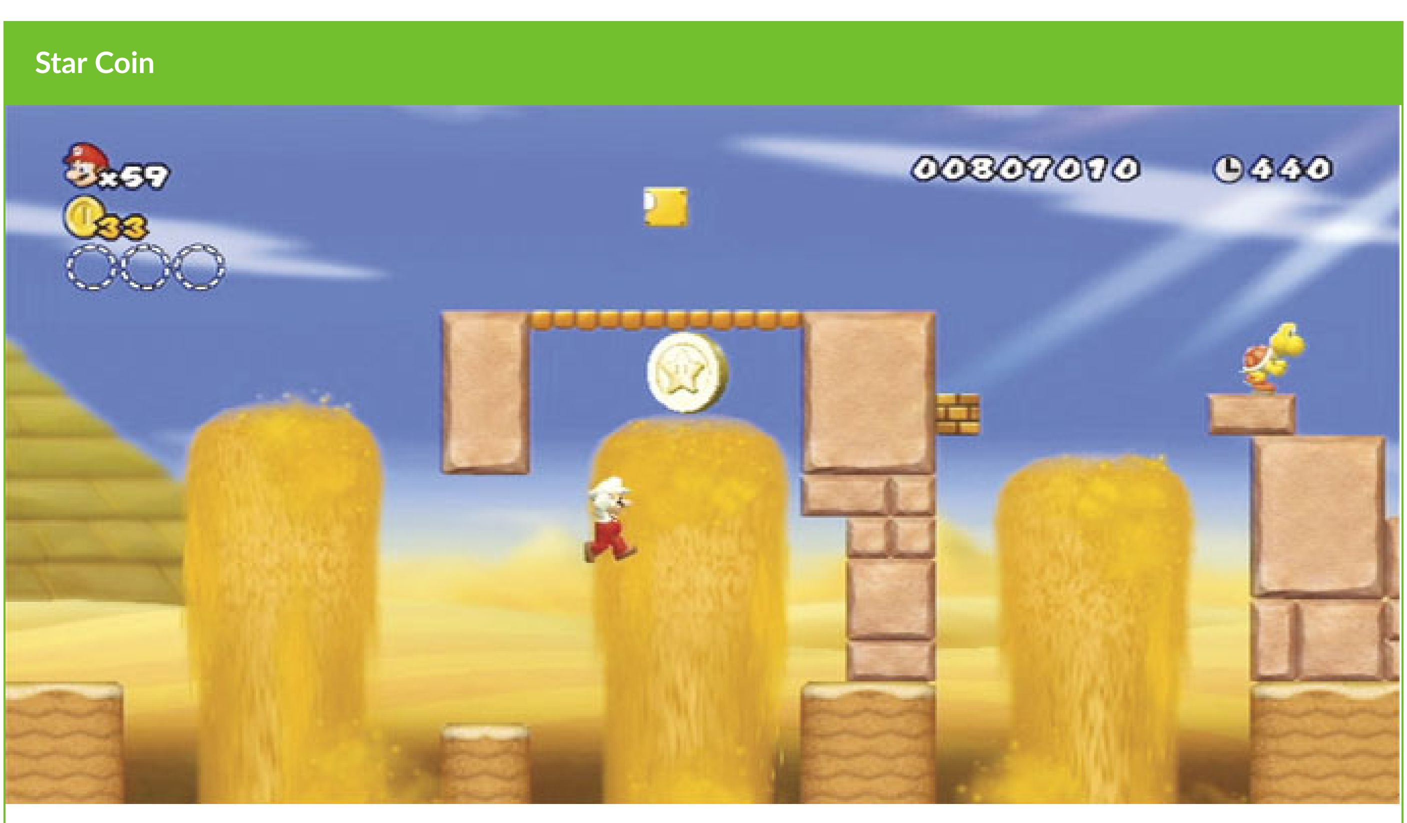


① Use the sand geysers to traverse the level. A lot of World 2-1 will be uneven and full of gaps. The only way you can get through it is to make use of the geysers to launch you into the air, which allows you to reach higher ground and cross dangerous chasms.

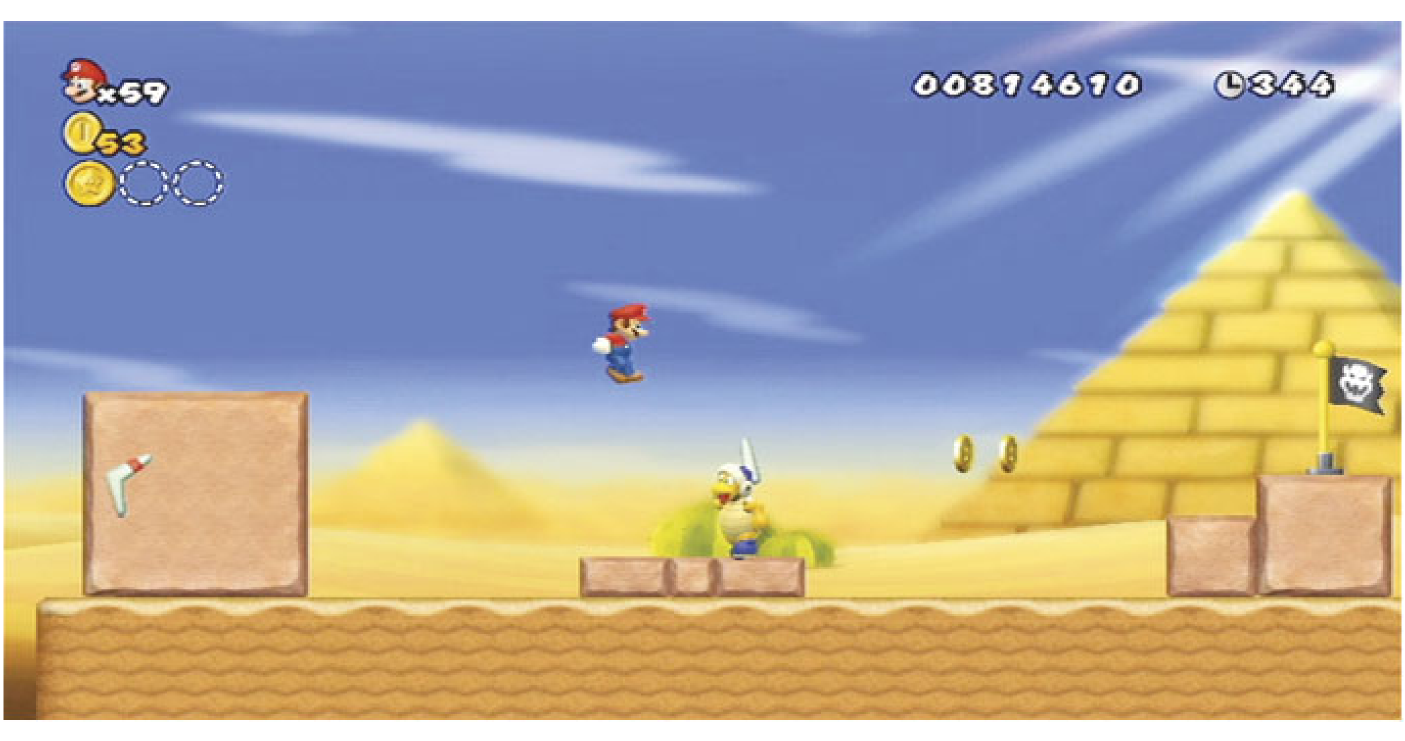
Tip

Don't be afraid to jump into a geyser as it's firing into the air. You don't have to jump directly onto the top of it. As long as you hit the sand geyser while it's active, the sand will carry you to the top.

Star Coin

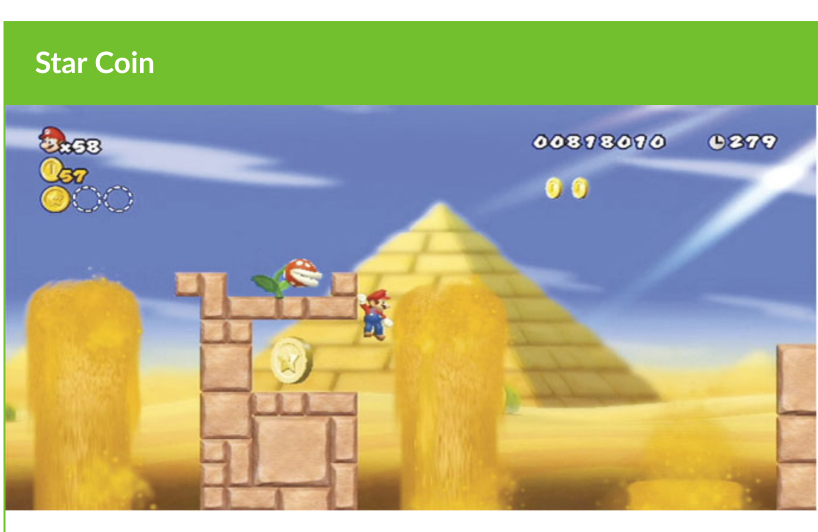


② To reach the first Star Coin, jump on the geyser at Point 2, then Wall-Slide down into the area beneath the Star Coin. Wait for the sand geyser's first spurt to indicate it is about to fire, then jump onto the geyser and allow it to carry you up to the Star Coin.

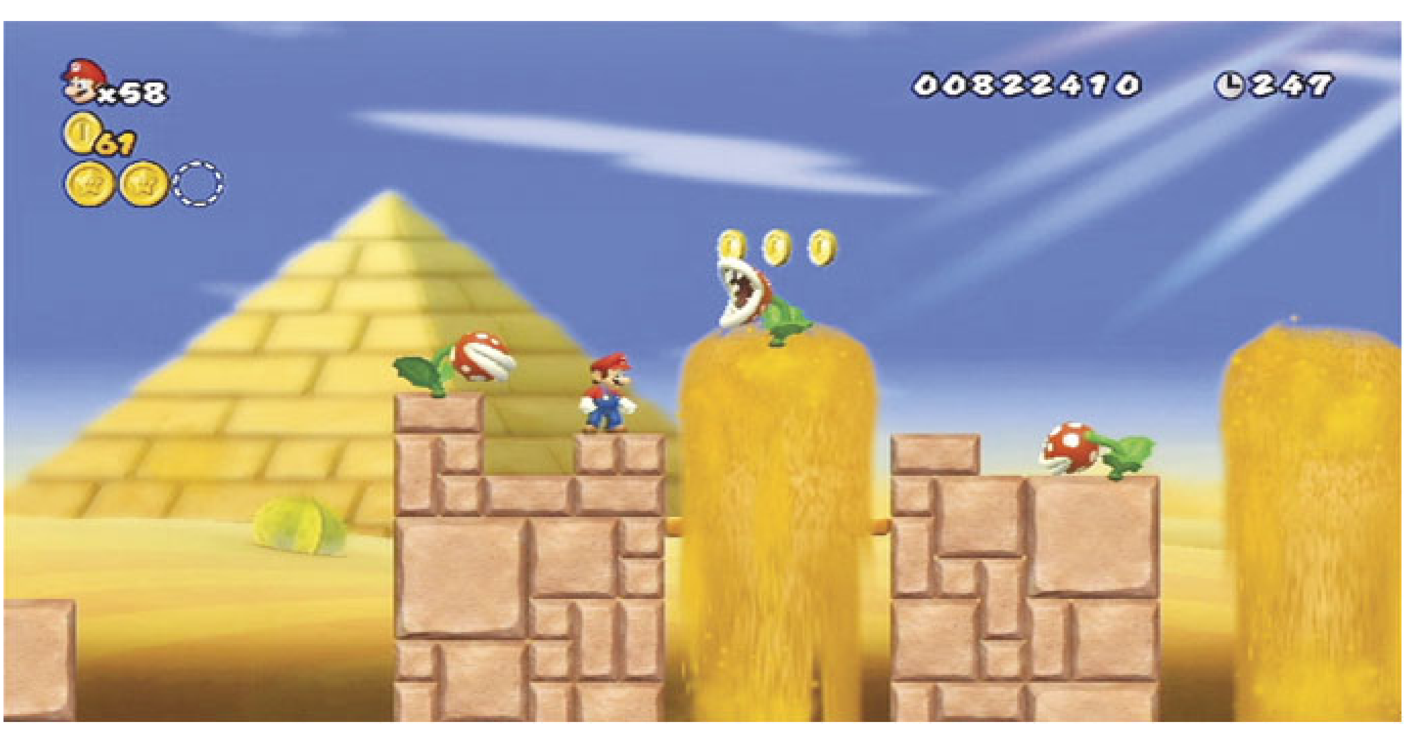


③ Get a running start on the Boomerang Bro. and time your jump so that you'll knock him on his noggin between boomerang throws.

Star Coin

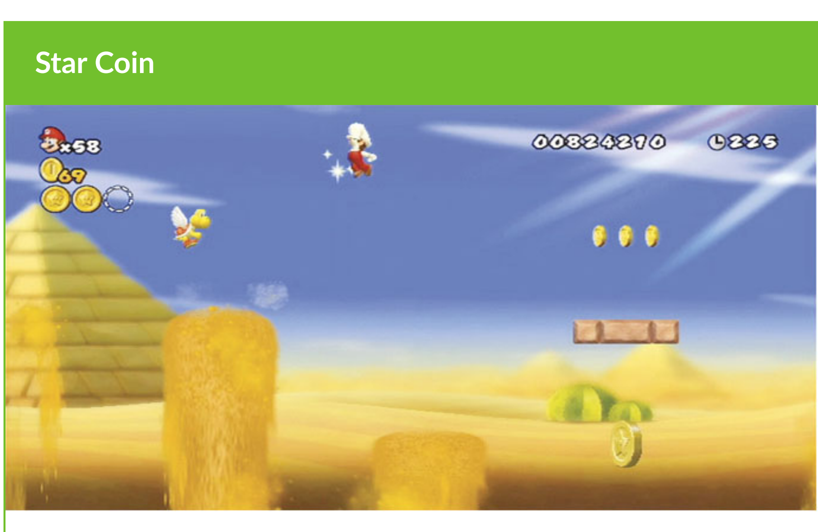


④ To grab the second Star Coin, ride the geyser at Point 4, then Wall-Slide down the small wall section on the right of the Piranha Plant. You'll automatically land in the small alcove with the Star Coin. After you grab it, wait for the geyser to blast off again, then ride it out of the alcove.



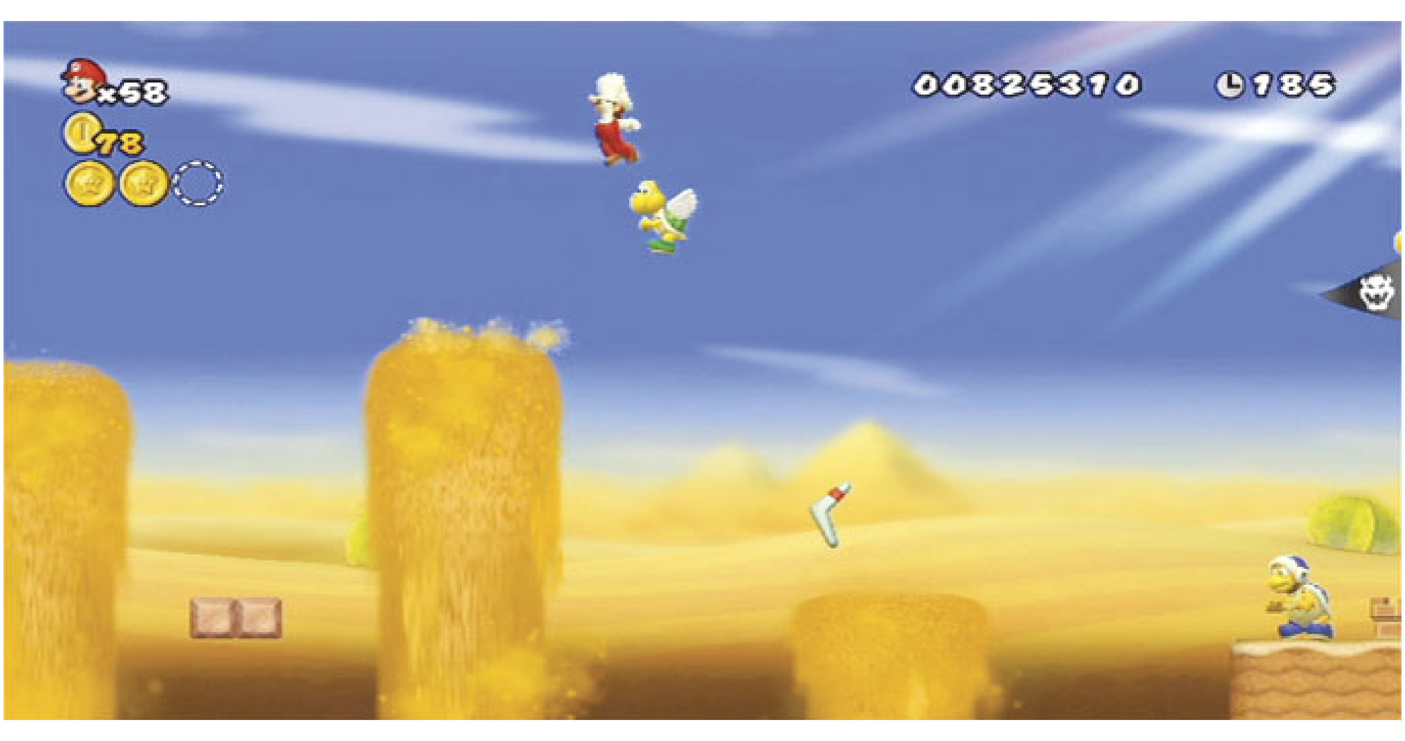
⑤ Don't be too hasty in trying to leap over the Piranha Plant at Point 5. Wait for the sand geyser to dissipate, then Spin-Jump over the chomping plant to avoid getting bitten. If you try to leap over the Piranha Plant while it's riding the geyser, you'll have a hard time coming down unscathed.

Star Coin

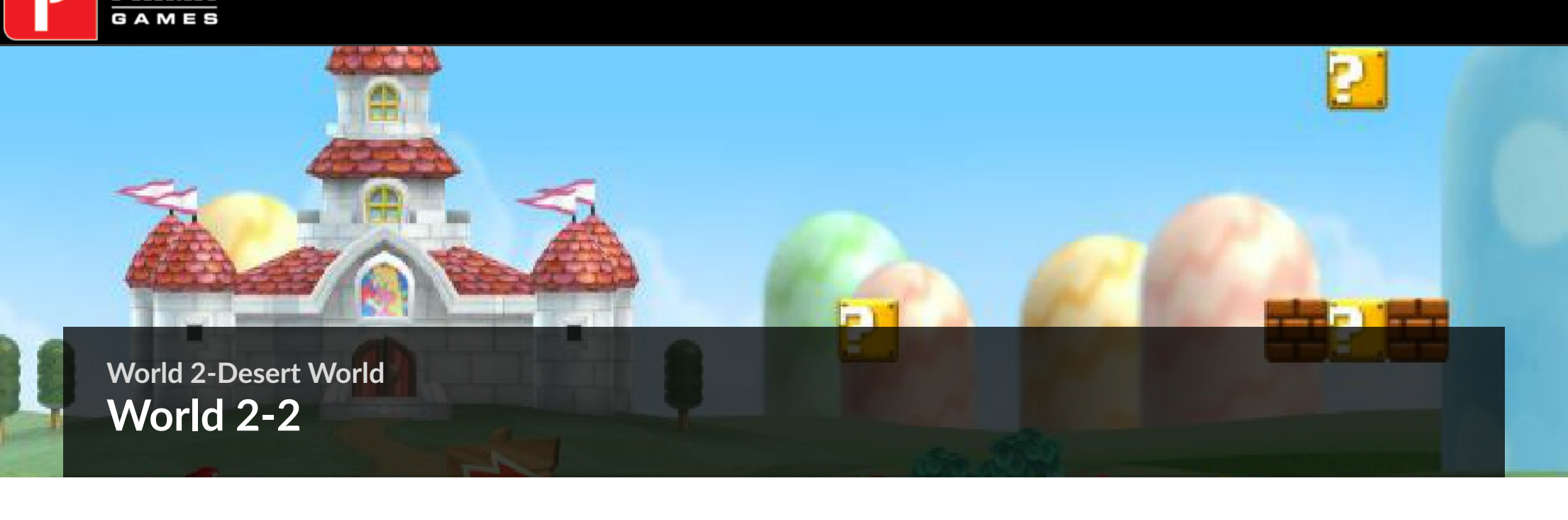


⑥ Nabbing the final Star Coin can be kind of tricky. When you approach Point 6, do not kill the Red Koopa Paratroopa! Instead, wait for it to fly over the geyser just to the left of the Star Coin, then bounce on the Koopa's head. Grab its shell and fire it at the Star Coin beneath the platform on the right.

If the shell hits the Star Coin, it's yours! If you can't grab it this time, you can always come back and grab it when you have the Propellerhead power-up! As Propellerhead Mario, jump down to grab the coin, then shake the Wii Remote to zip up into the air before you die.

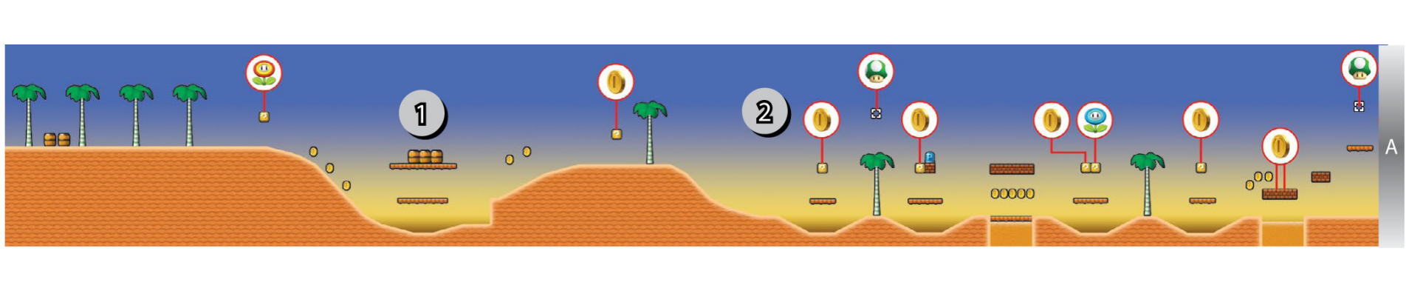


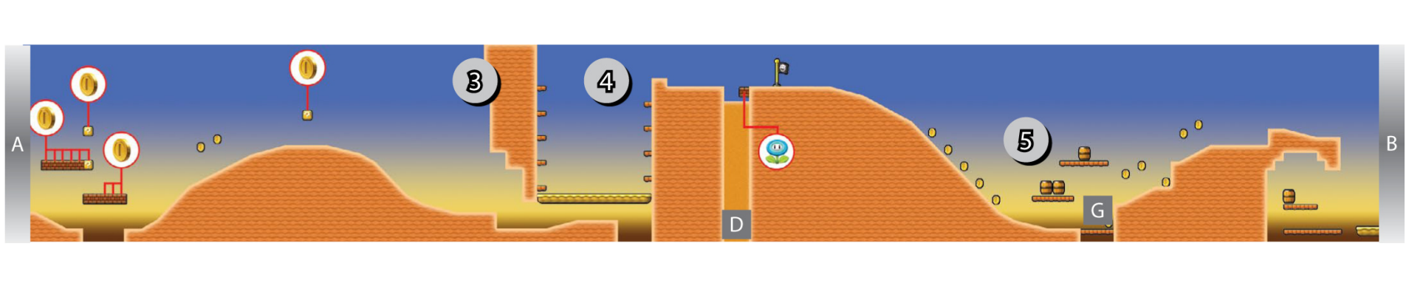
⑦ Time your jumps carefully to avoid falling to your death across Point 7. The sand geysers take turns blasting, so watch for the initial sand spurt from each, then jump across them to reach the flag.

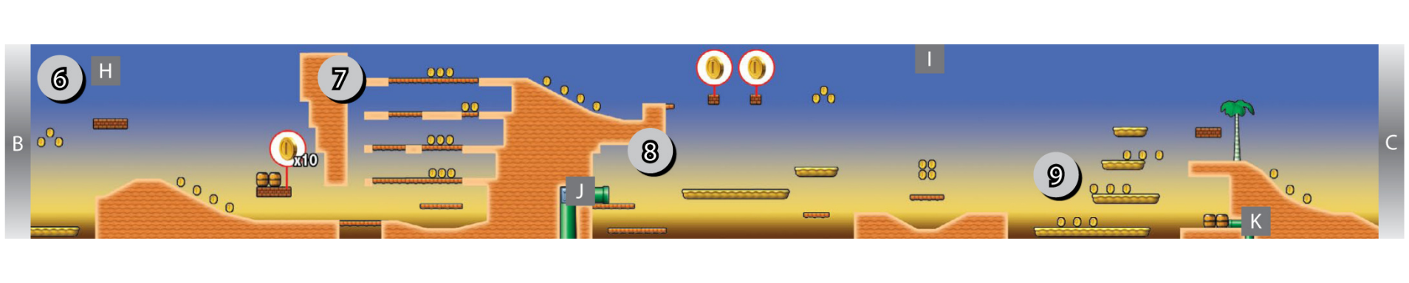


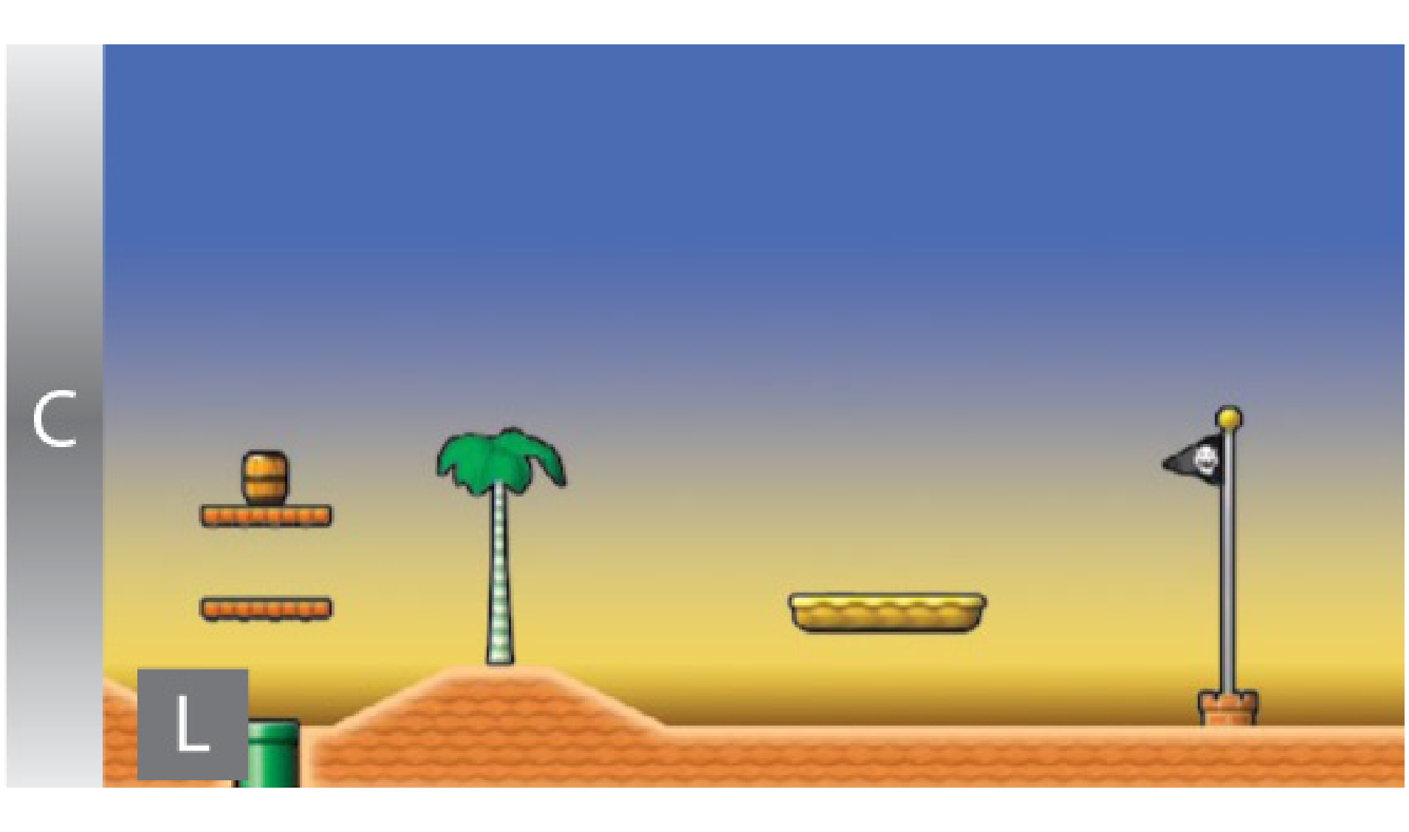
World 2-Desert World

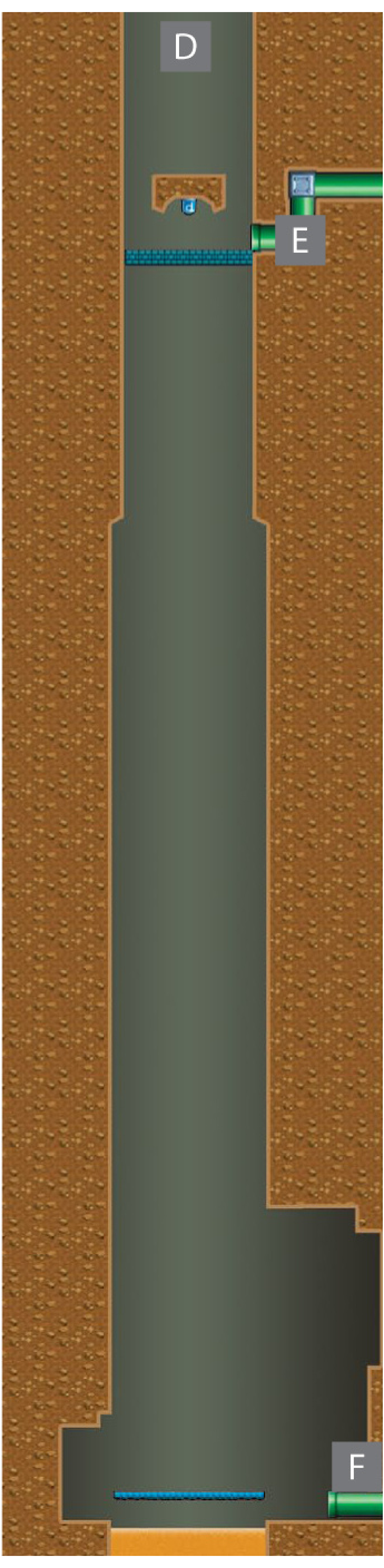
World 2-2

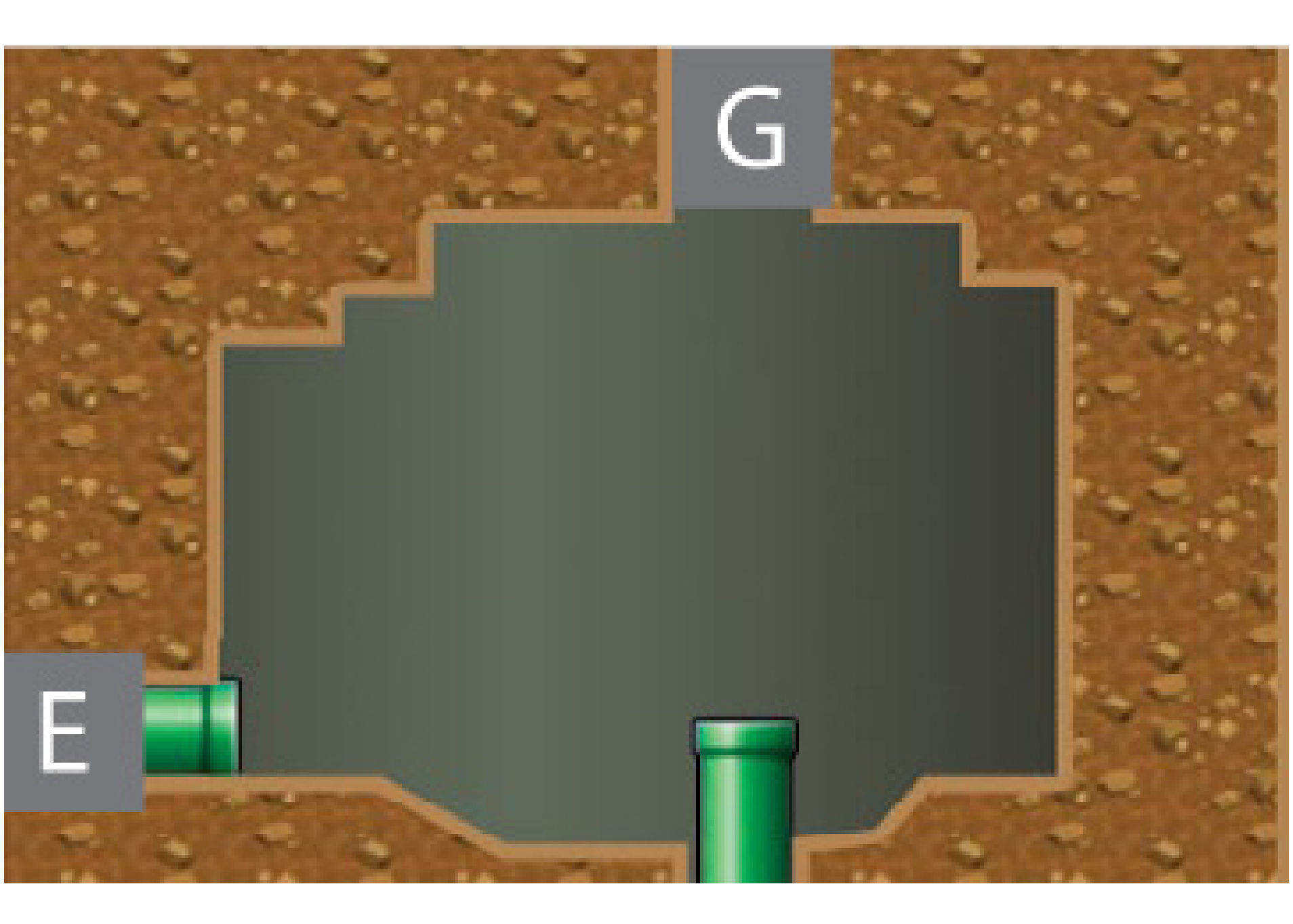


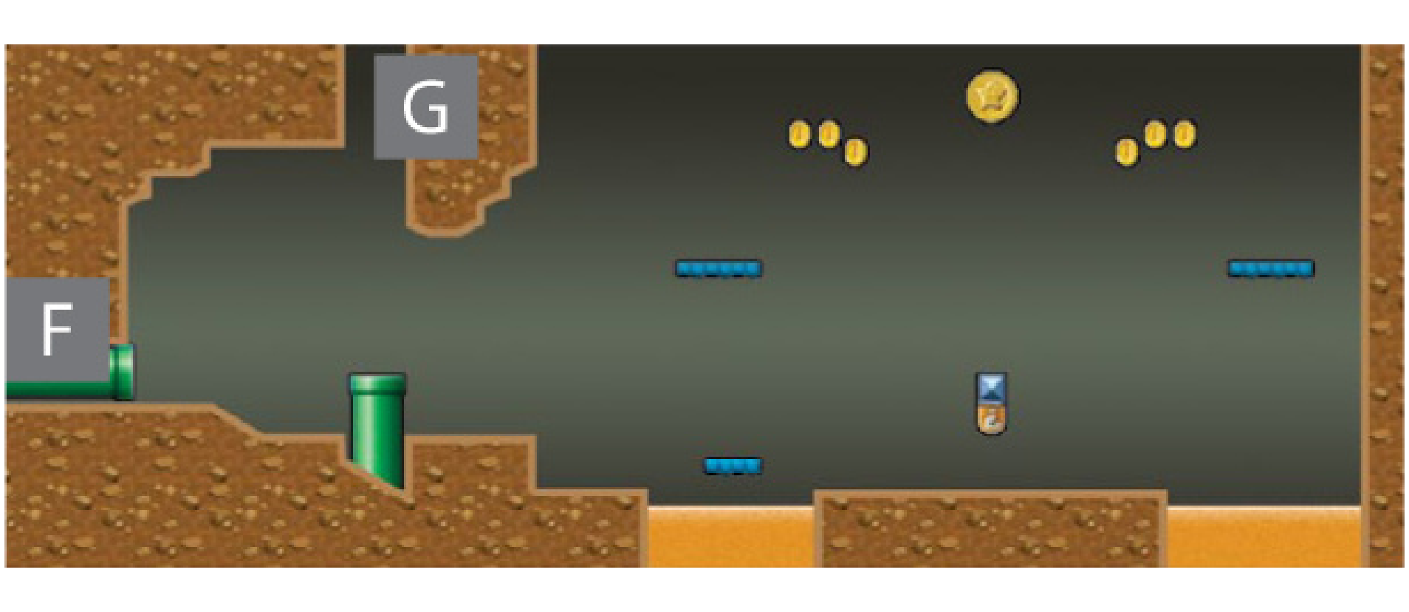


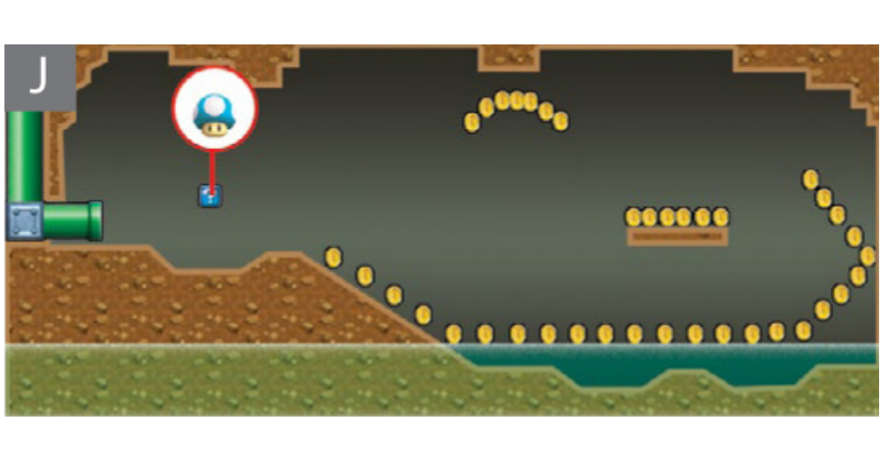


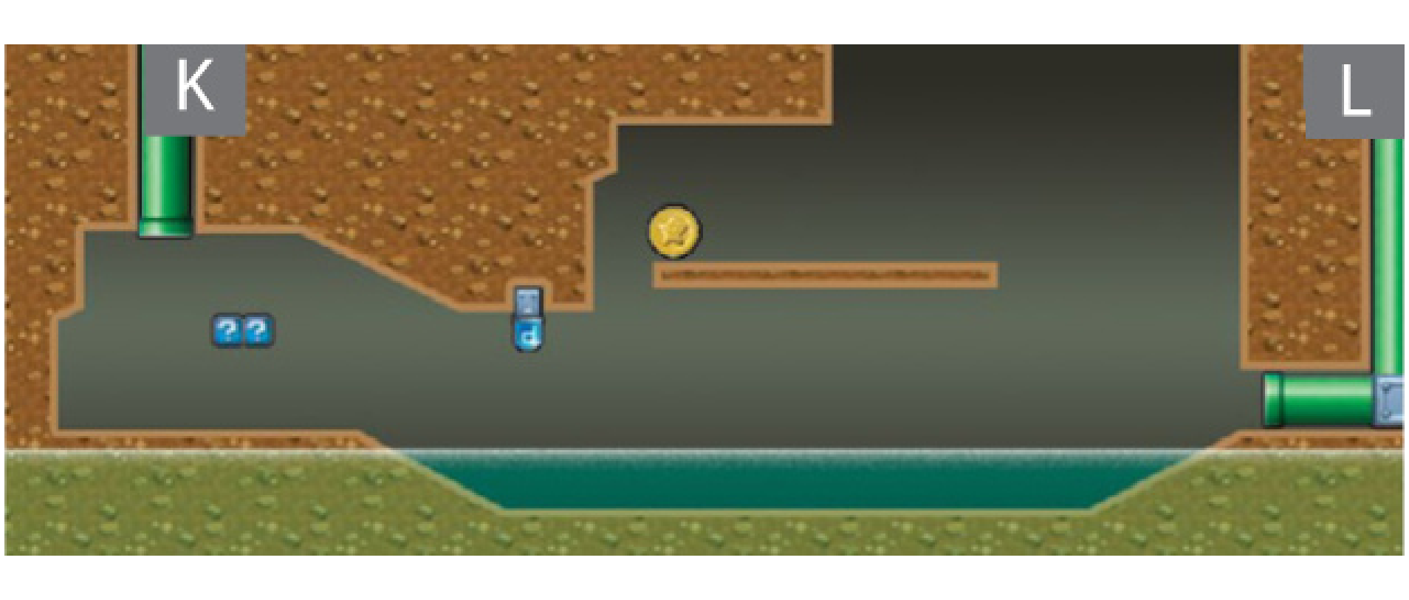


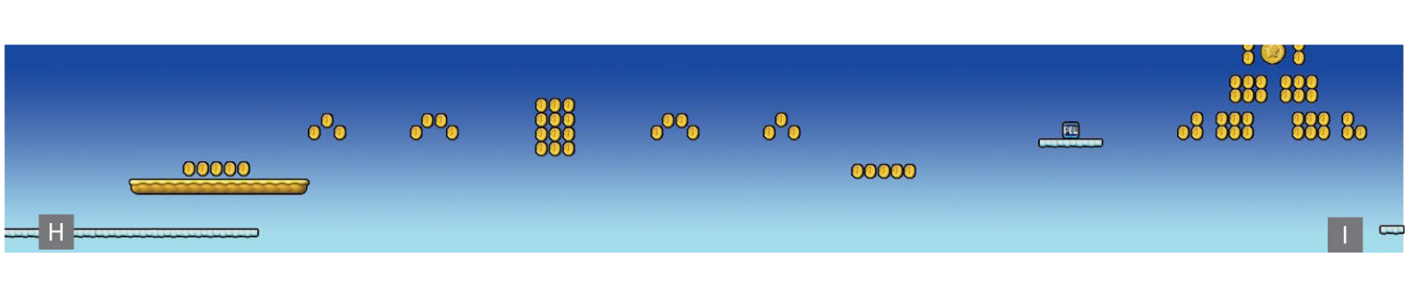


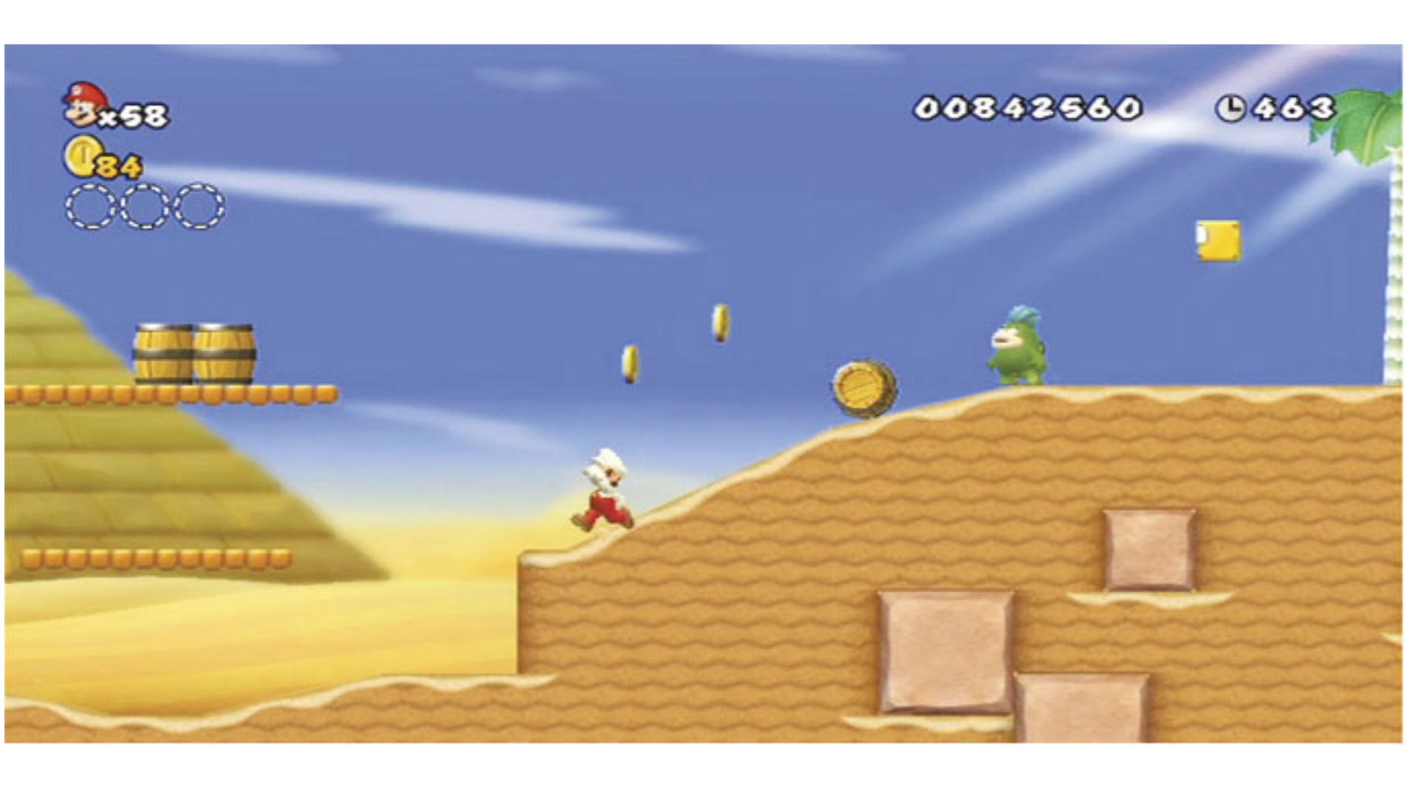




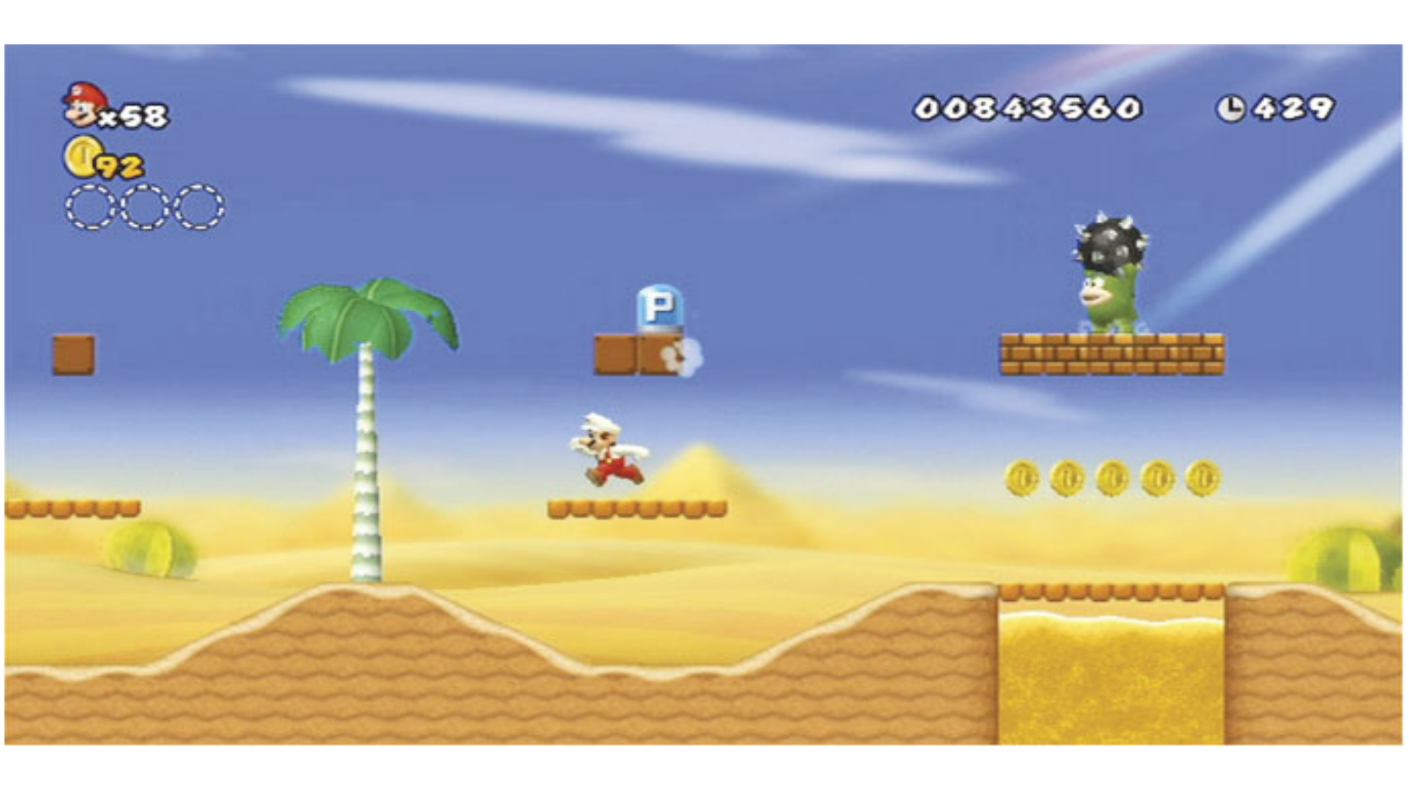






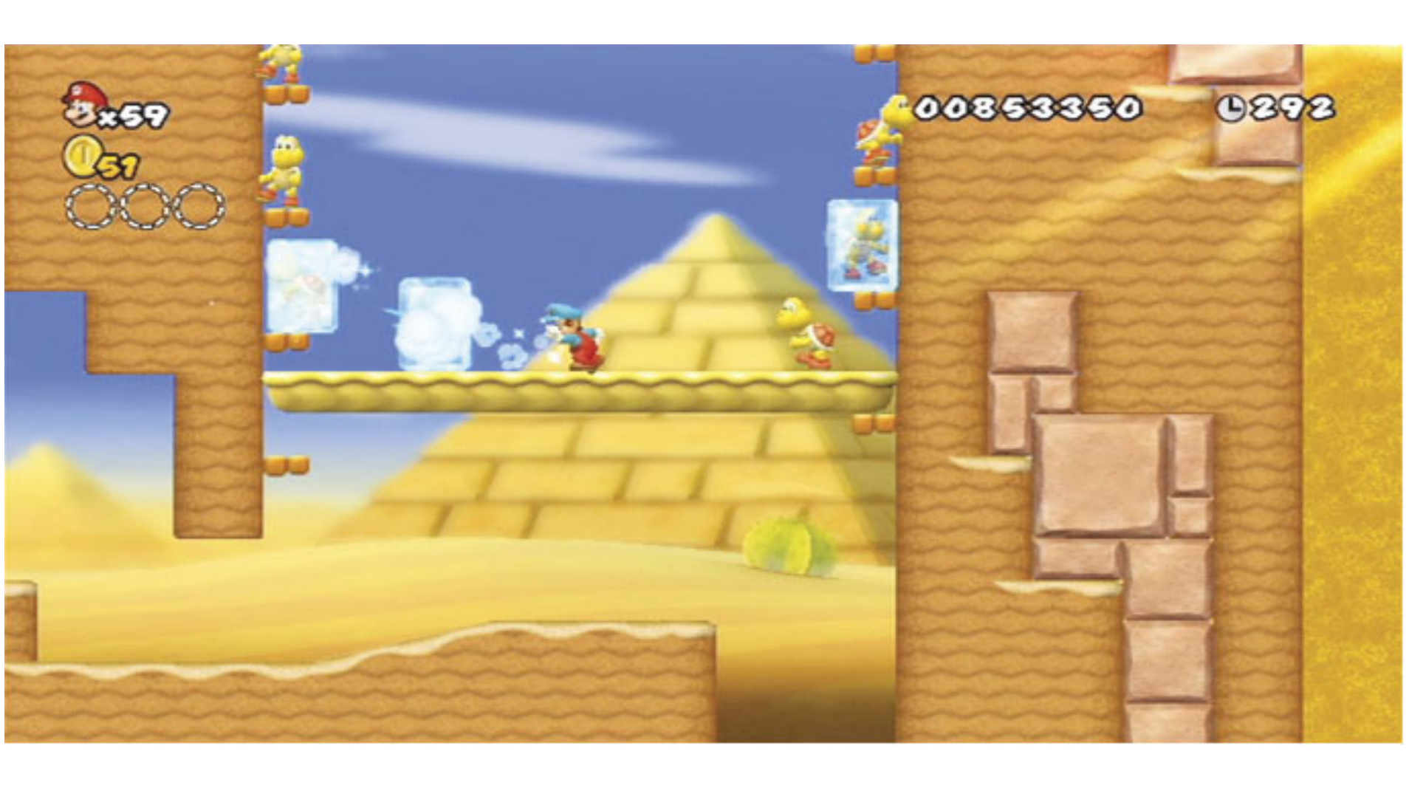


① Pick up one of the barrels at Point 1 and jump into the air before throwing it right. The barrel should roll up the hill and smack the Stone Spike before he can regurgitate another spiked ball and hurl it at you. Of course, you can always just blast him with a fireball if you're Fire Mario.



② Hit the P Switch at Point 2 to turn the Blocks into coins and reveal several blue coins. When the Blocks transform into coins, the Stone Spike will drop from his elevated position. Once he's at a lower level, either wait until he throws a spiked ball and then bounce on his head to eliminate him, or drop down below him and collect all the blue coins.

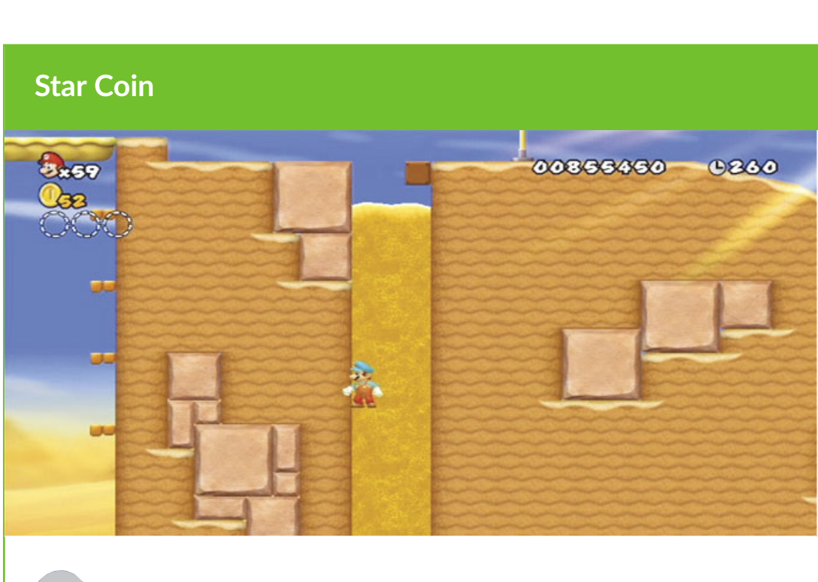
When the timer on the P Switch runs out, he'll drop one more time to the ground level allowing you to pass over him via the row of bricks over his head.



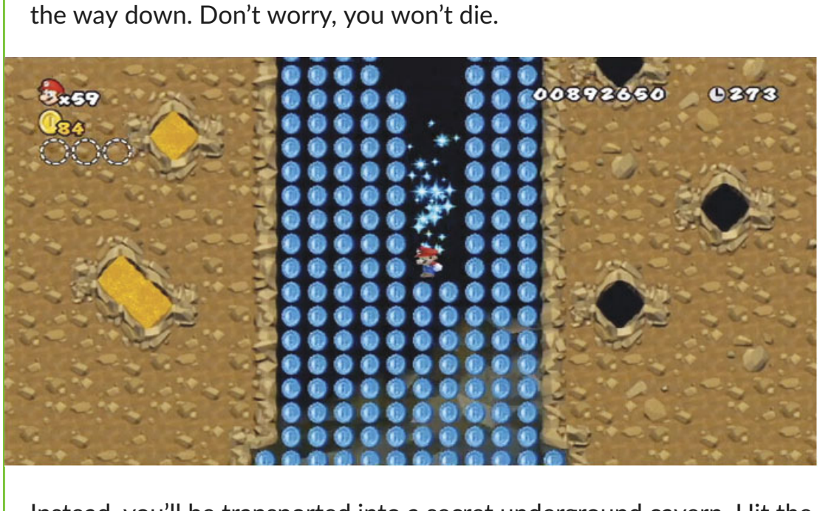
③ Hop onto the platform at Point 3 and ride it up. As the platform rises, it will begin to pick up several Red Koopas along the way. If you're Fire or Ice Mario, blast the Koopas and eliminate them quickly.

If you don't have any power-ups, knock the closest Koopa into its shell, then kick it so that it bounces back and forth against both walls. Stay near the center of the platform and jump over the shell as it approaches you. By the time you reach the top, you'll even get a 1-Up!

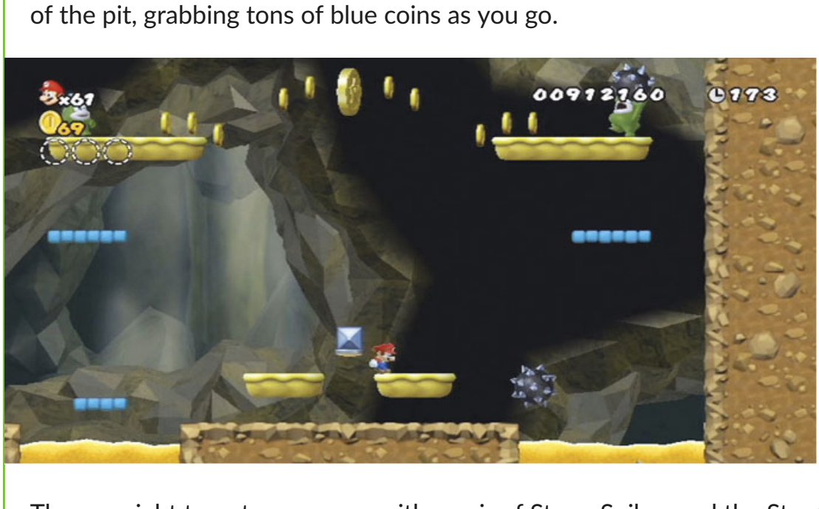
Star Coin



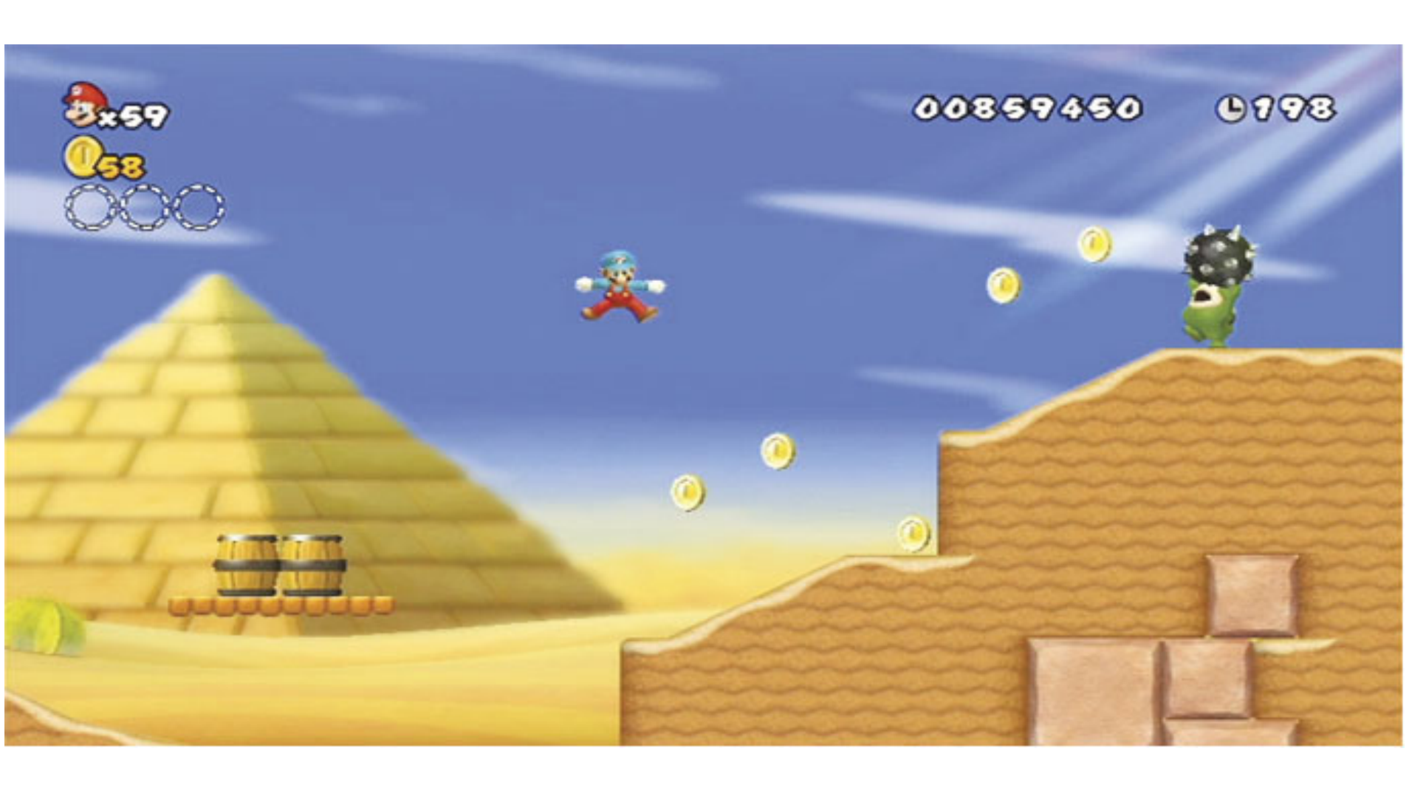
④ The first Star Coin is tough to get if you don't have any power-ups. At Point 4, drop into the tall sand pit and go all the way down. Don't worry, you won't die.



Instead, you'll be transported into a secret underground cavern. Hit the P Switch to drop all the way down to the bottom of the pit, grabbing tons of blue coins as you go.

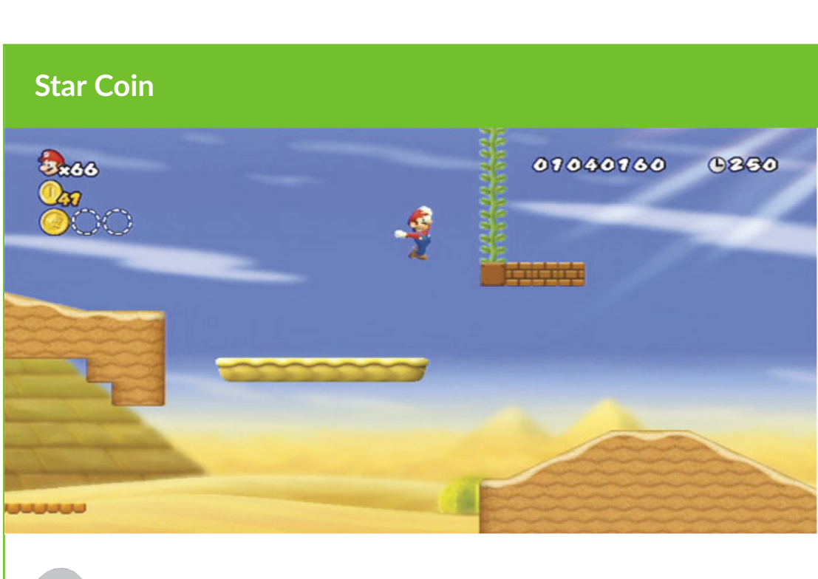


Then go right to enter a cavern with a pair of Stone Spikes and the Star Coin. Hit the ? Switch to activate four rising and falling platforms. Ride the platforms up to the Star Coin and grab it before dropping back down and hopping into the pipe on the left to exit the cavern.

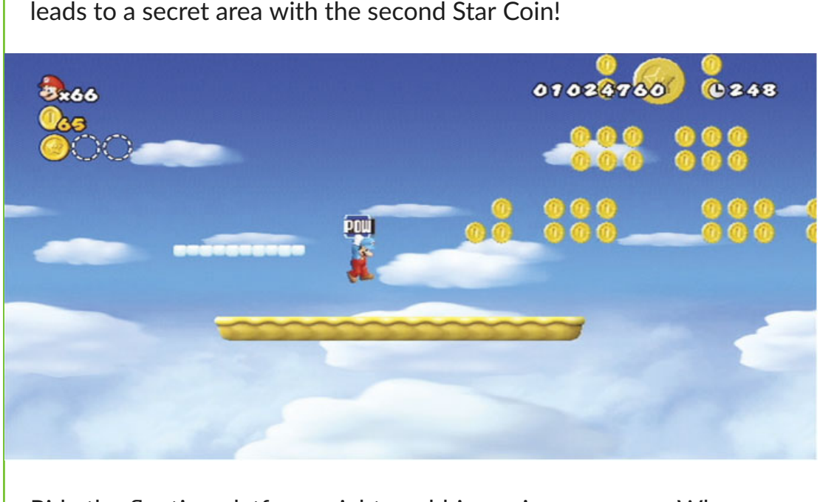


⑤ Grab a barrel at Point 5 and carry it to the right. Hug the small ledge below the Stone Spike, then hurl the barrel at him before he tosses another spiked ball!

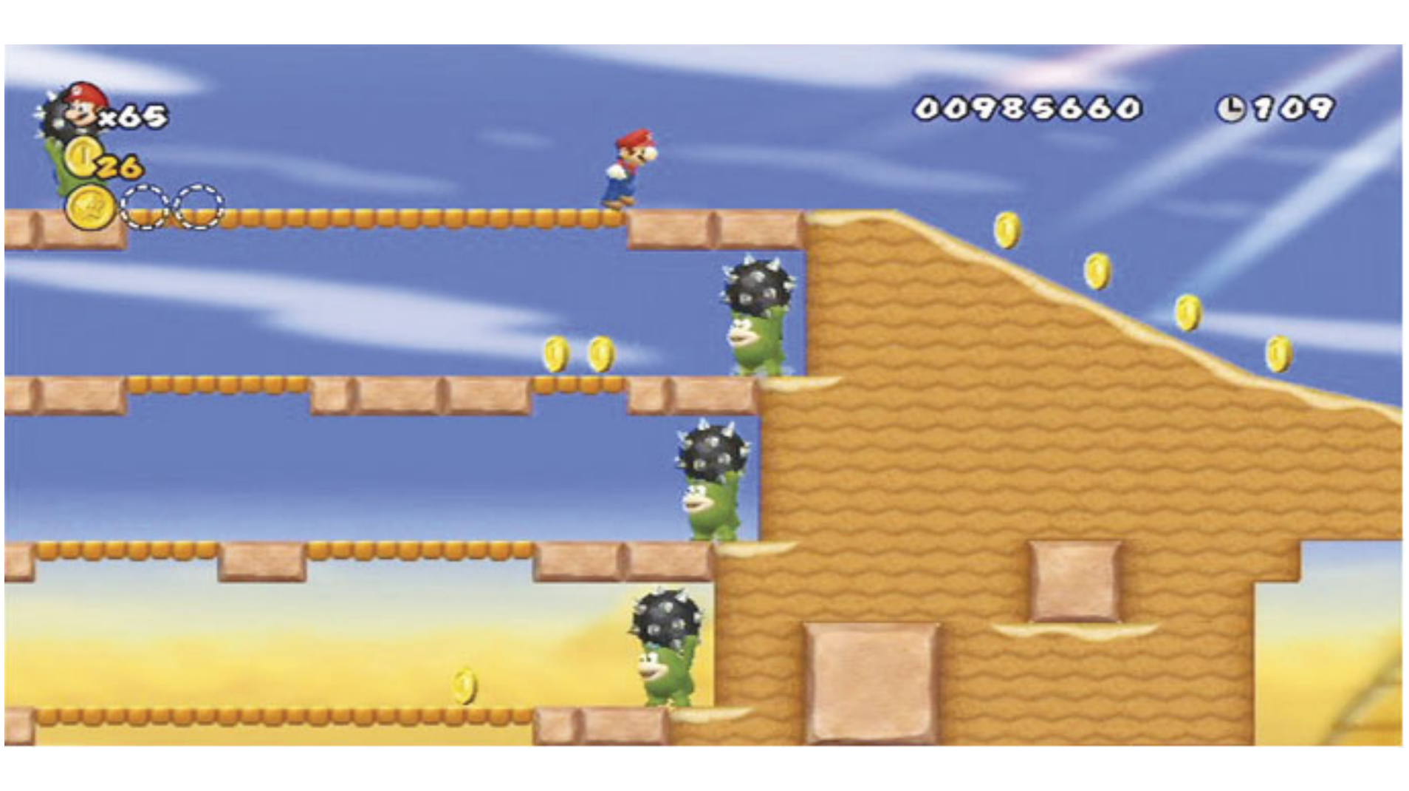
Star Coin



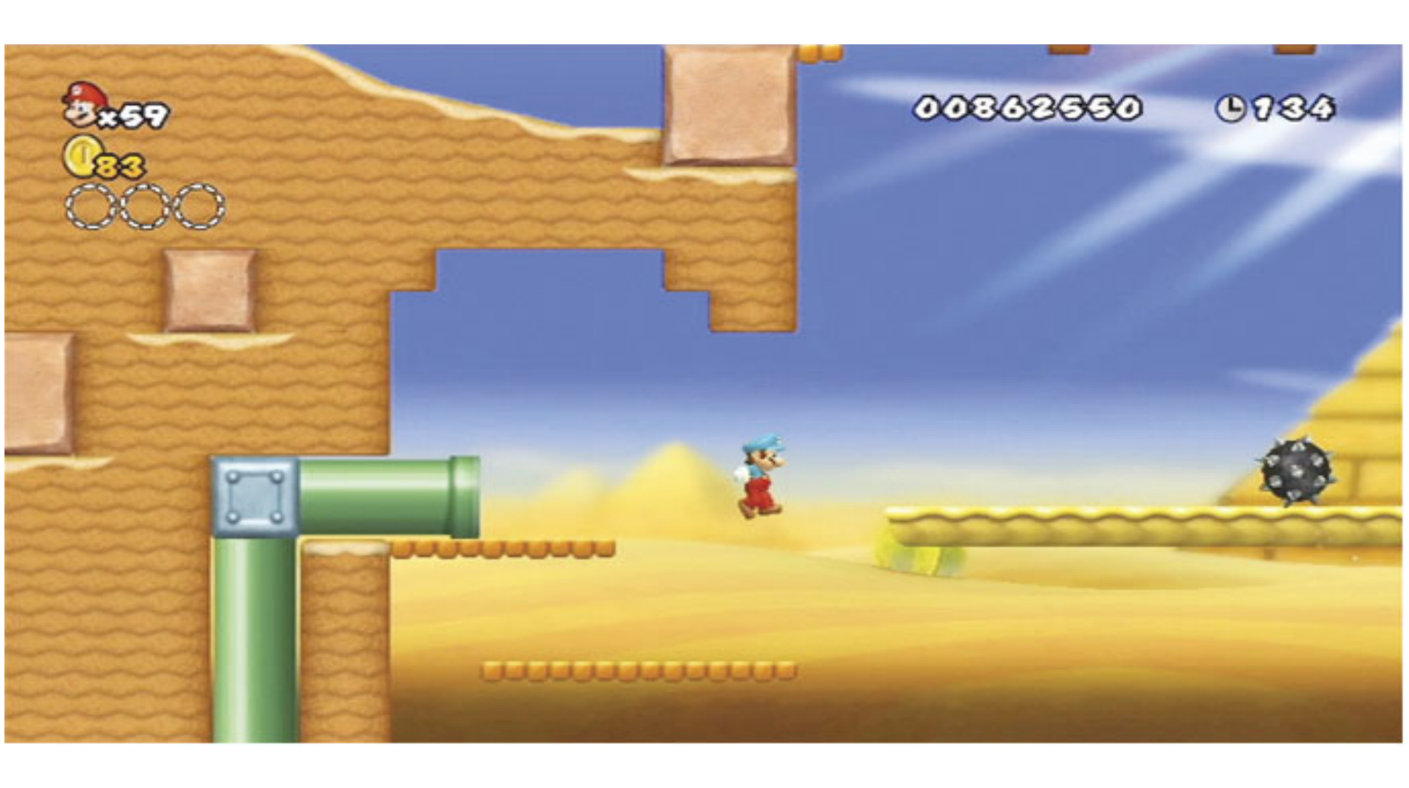
⑥ Use the barrel in the small platform on the lower left to eliminate the Stone Spike on the right, then leap off of the yellow platform at the center of Point 6 to hit the far-left Block on the platform overhead. The block reveals a vine that leads to a secret area with the second Star Coin!

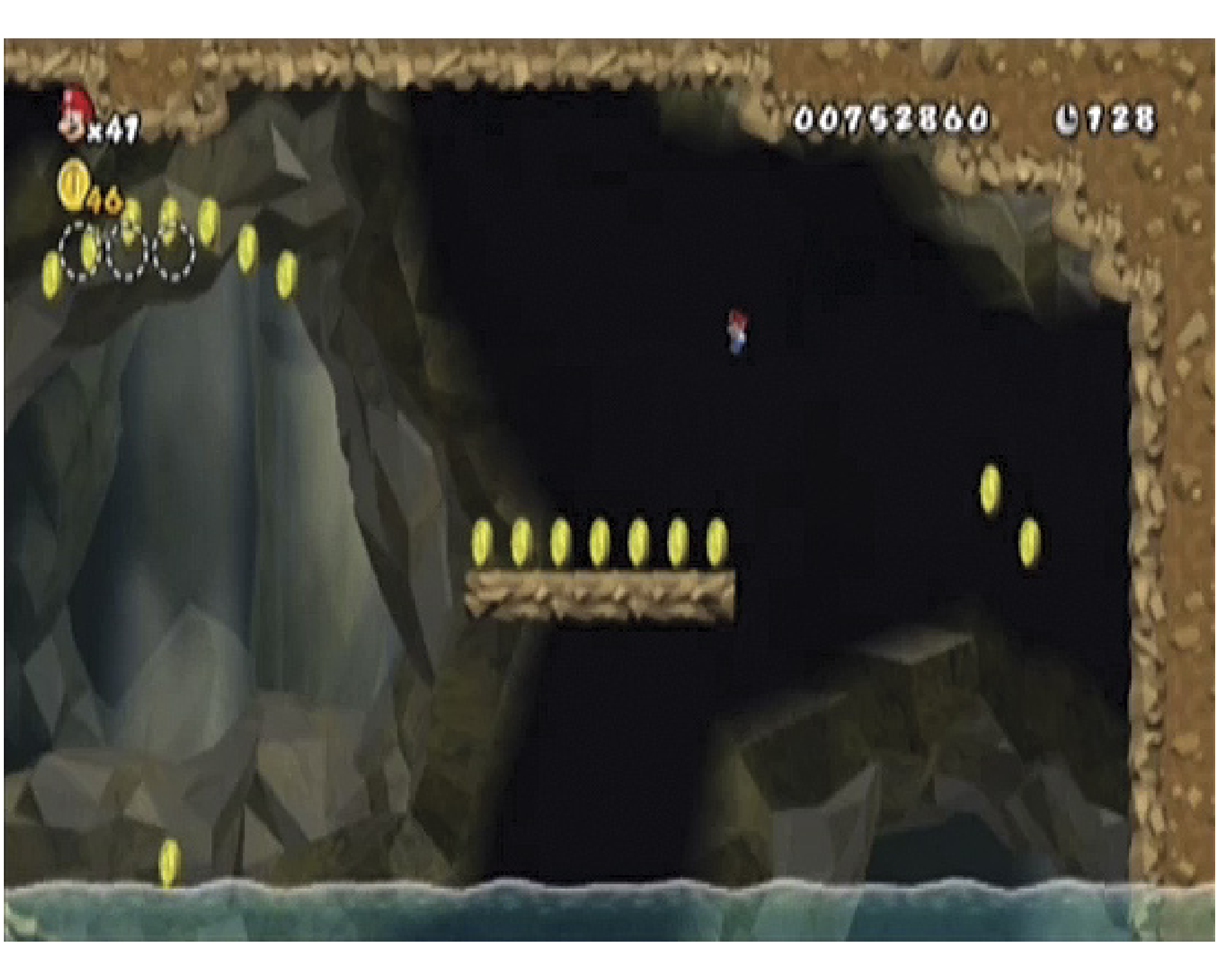


Ride the floating platforms right, grabbing coins as you go. When you reach the POW Block, grab it, then drop it when you're directly underneath the Star Coin. The Star Coin will drop from the sky. Catch it!



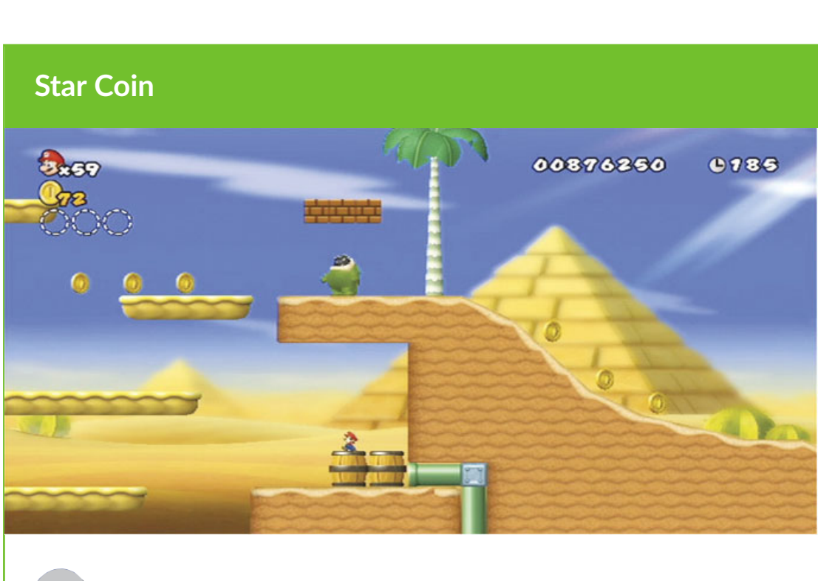
⑦ At Point 6 is another group of barrels. Pick up one and carry it to the area on the right. Above you are several more Stone Spikes. Jump up through the platform overhead and hurl the barrel at the first baddie. Continue jumping up through the platforms until you reach the top, then eliminate the enemy on the left.



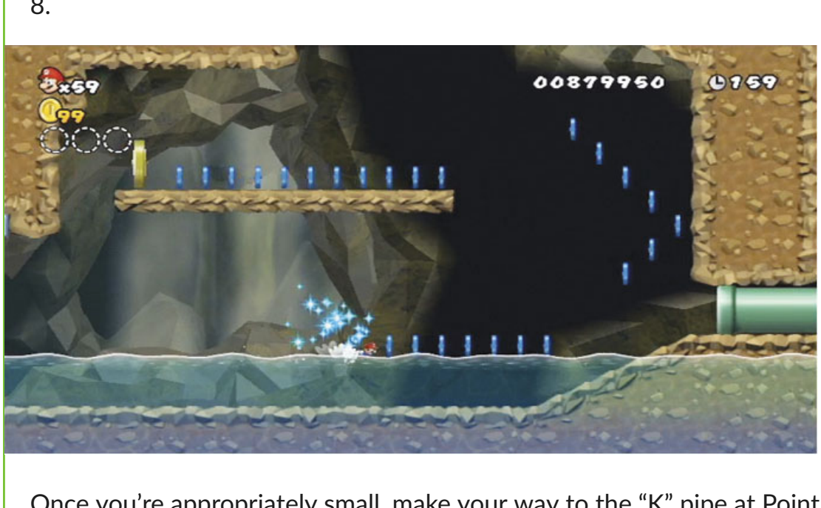


⑧ Ride the platform at Point 8 down to a pipe on the left. Go through the pipe to find a secret area with a Mini Mushroom and several coins. Use the Mini Mushroom to become itty-bitty and then grab the coins by skipping along the water, back to the pipe from which you entered.

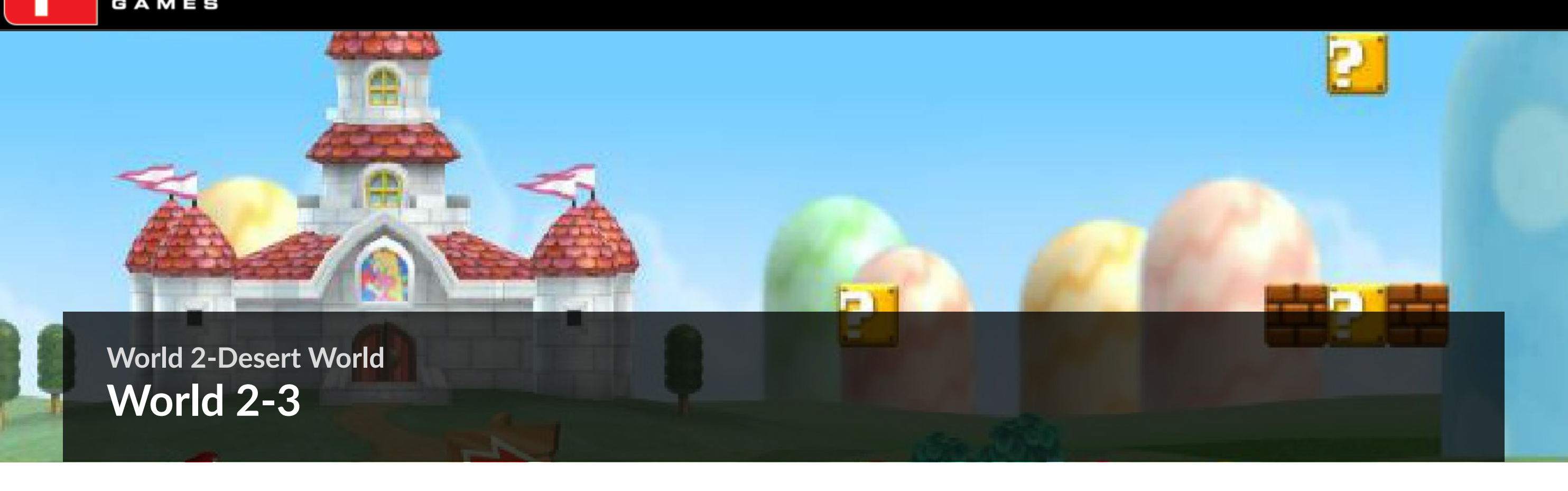
Star Coin



⑨ To get this Star Coin you need to become Mini Mario with the help of a power-up in the pipe marked "J" near Point 8.

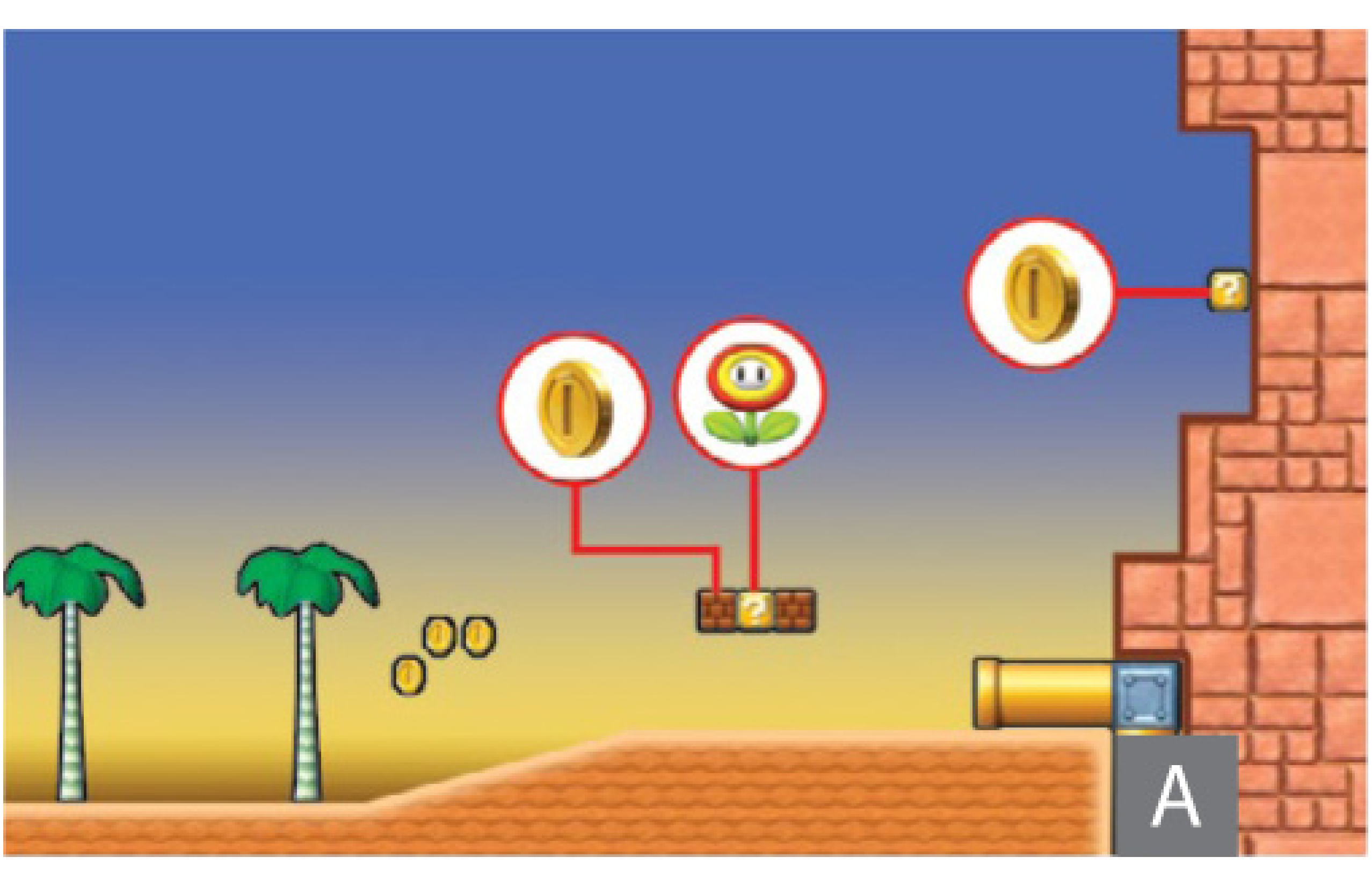


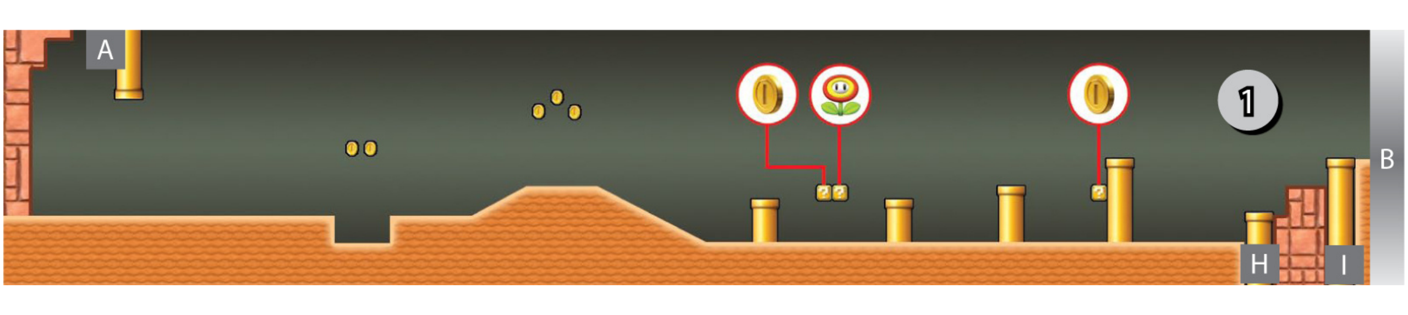
Once you're appropriately small, make your way to the "K" pipe at Point 9. Clear the barrels, go down the pipe, and use a dash and a Wall-Jump to reach the Star Coin.

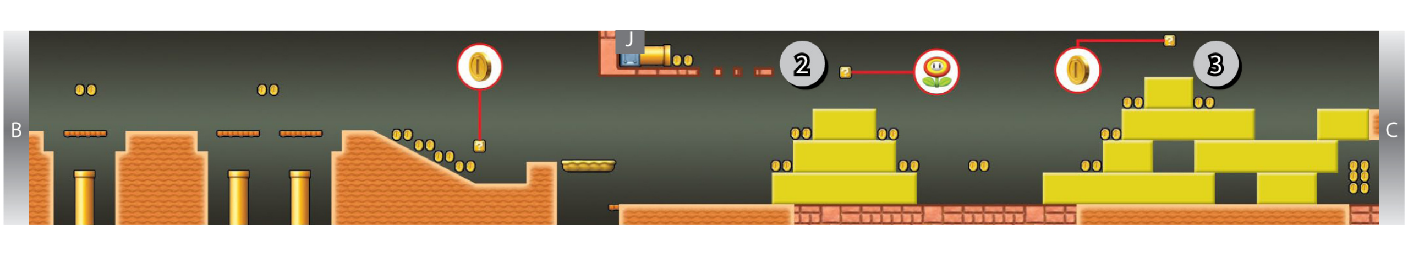


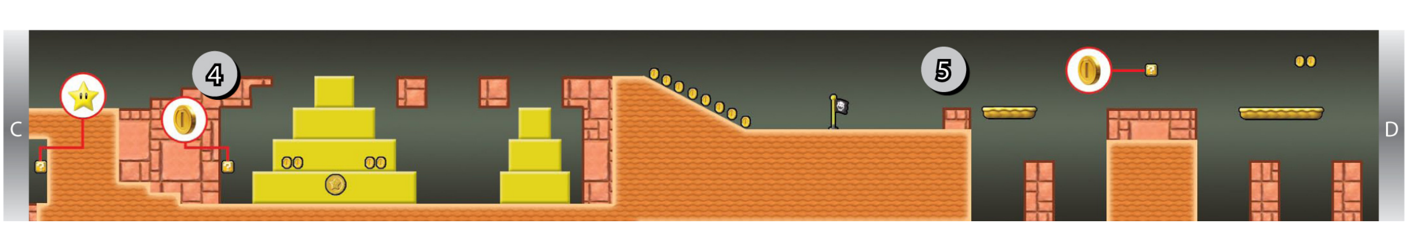
World 2-Desert World

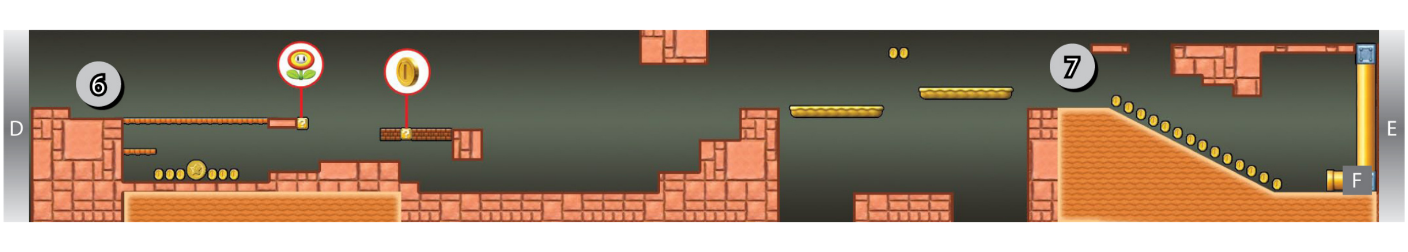
World 2-3

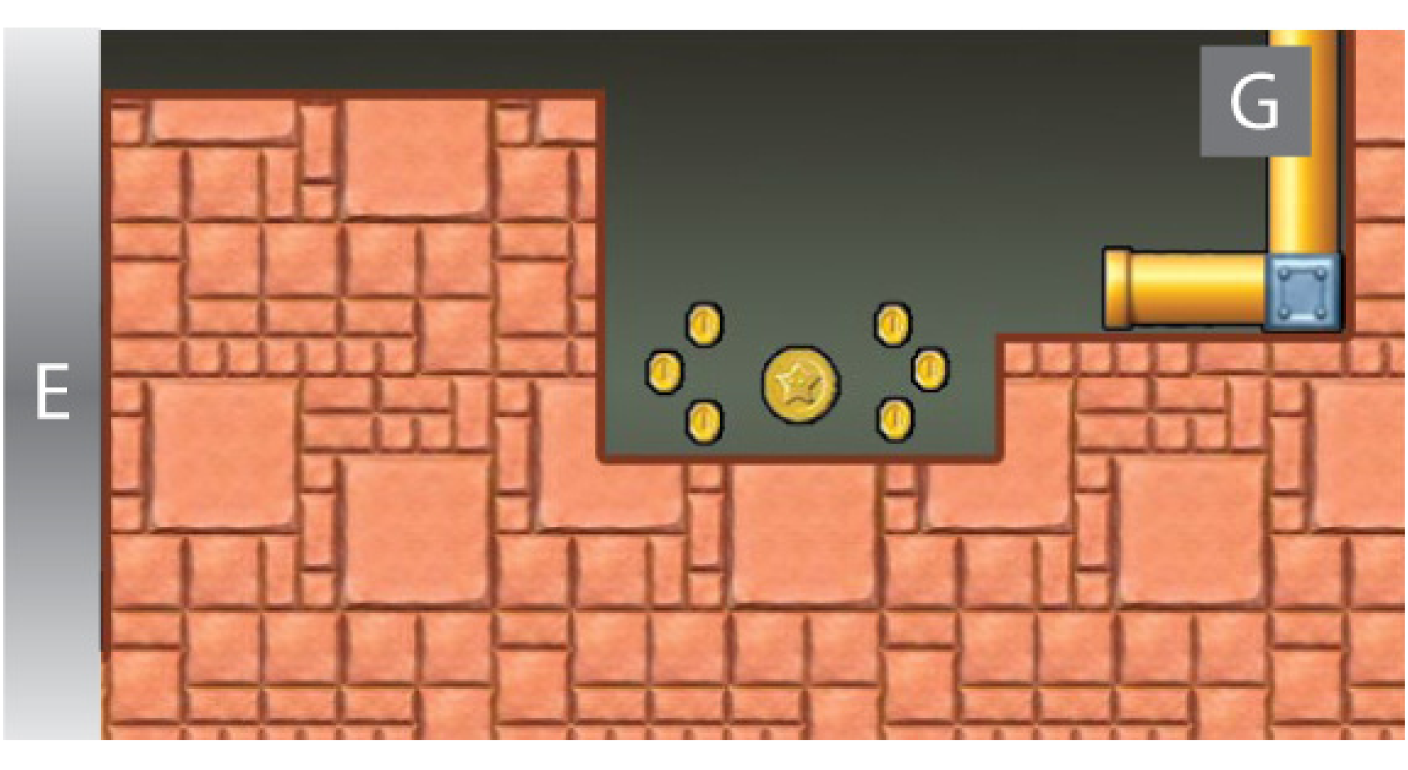


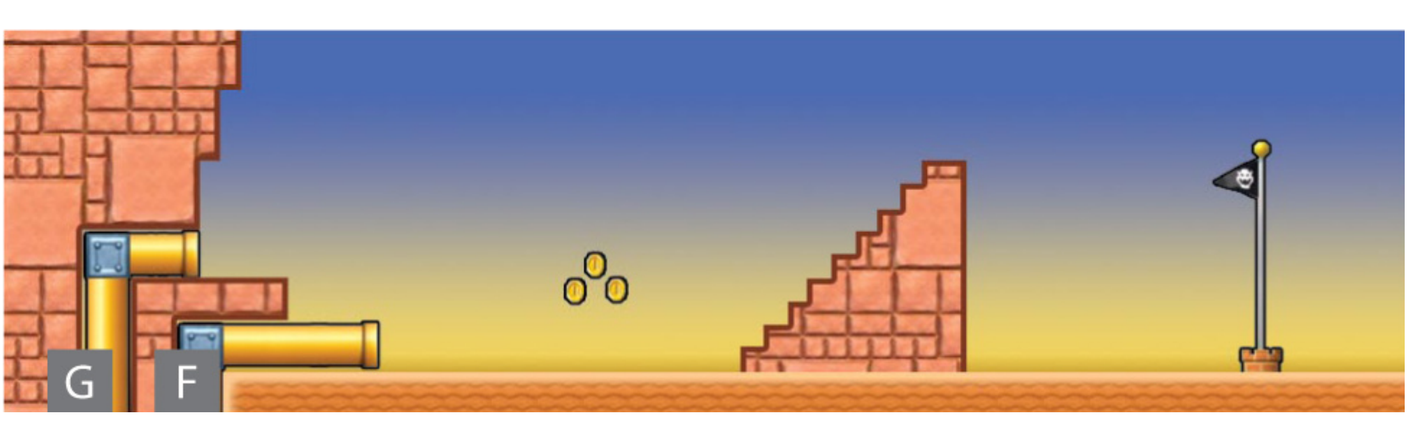


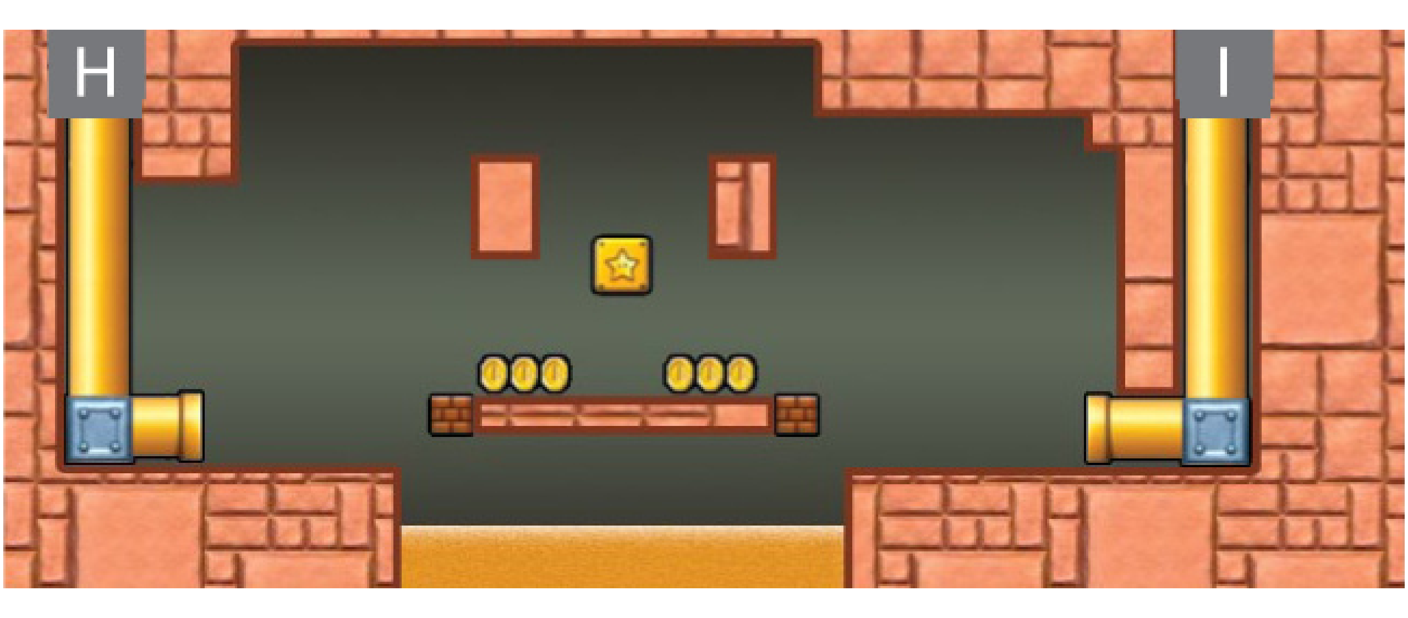


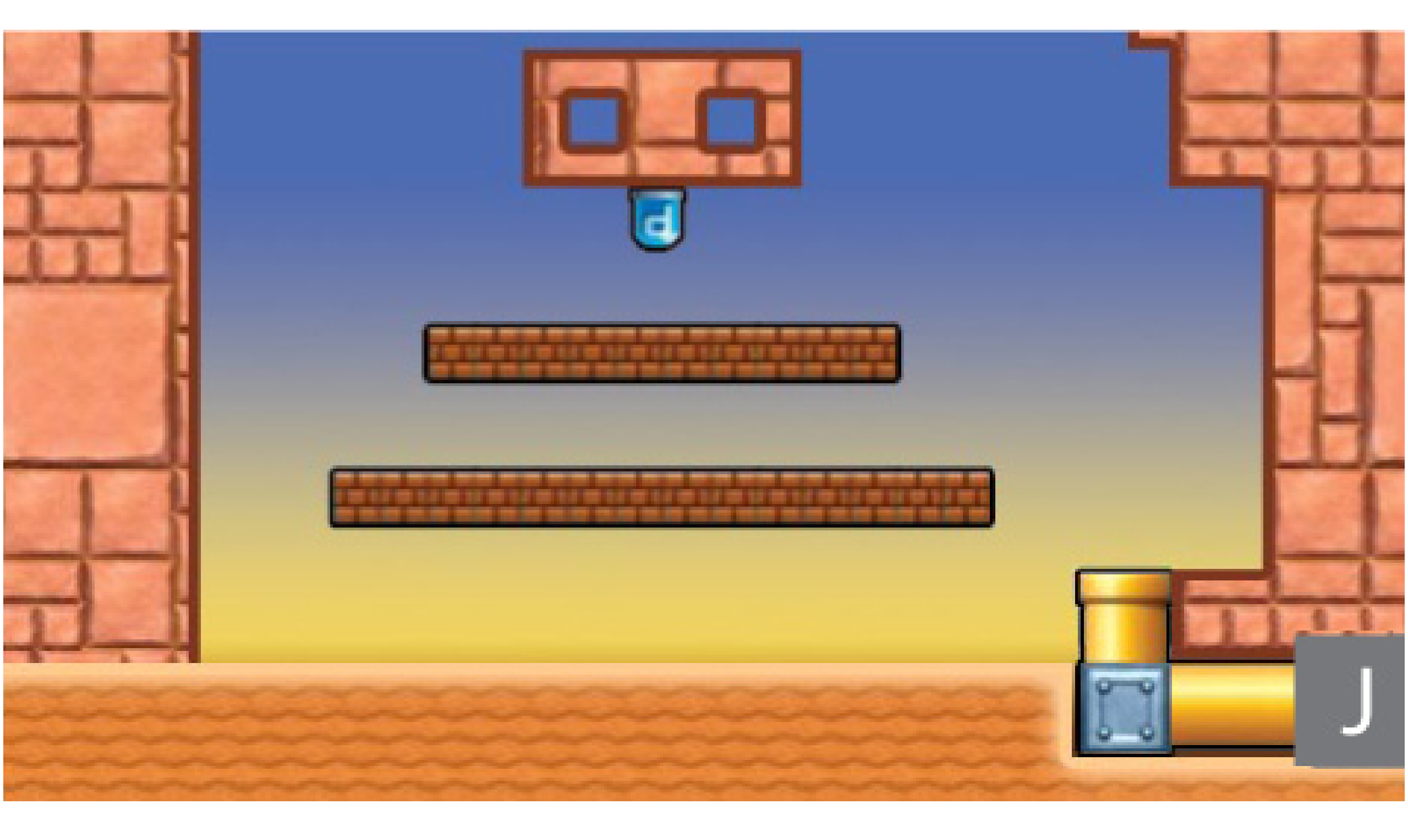


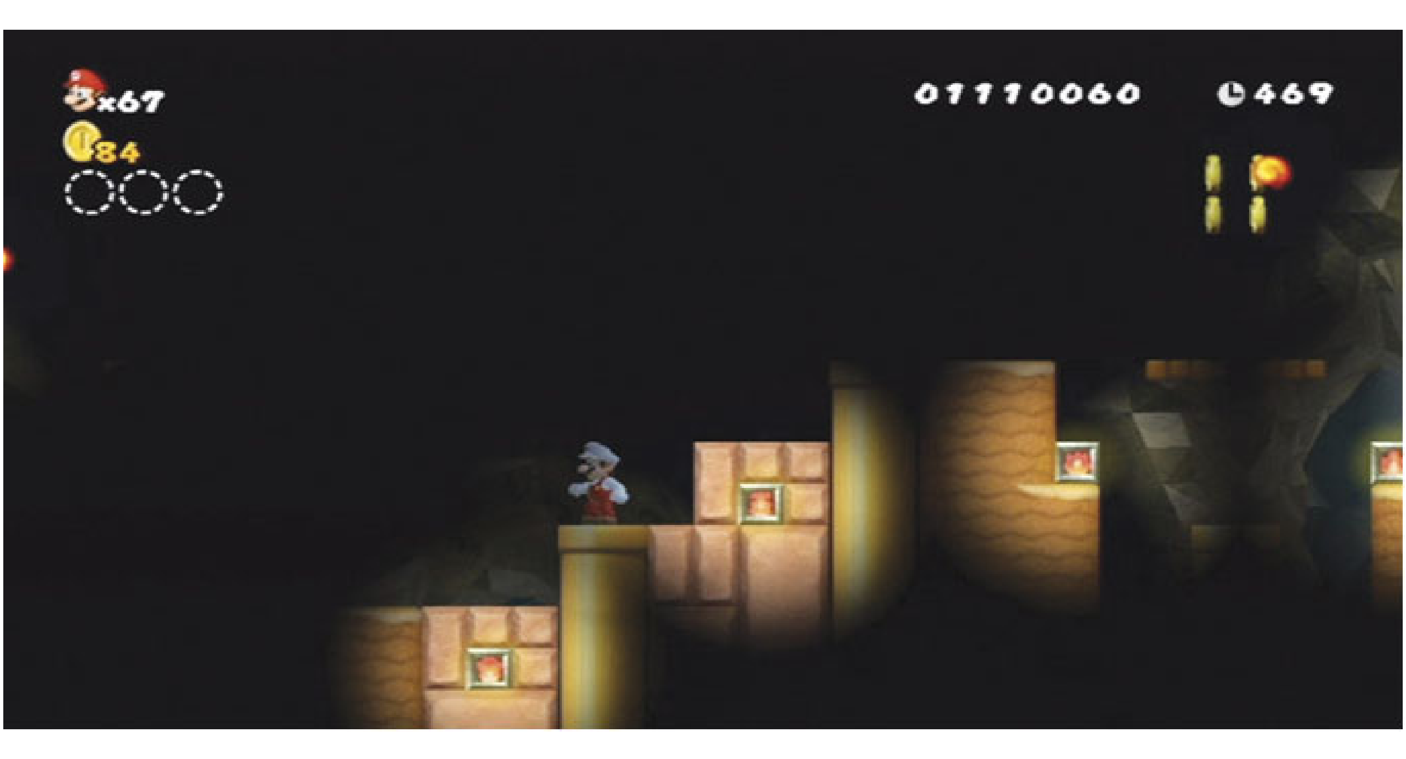








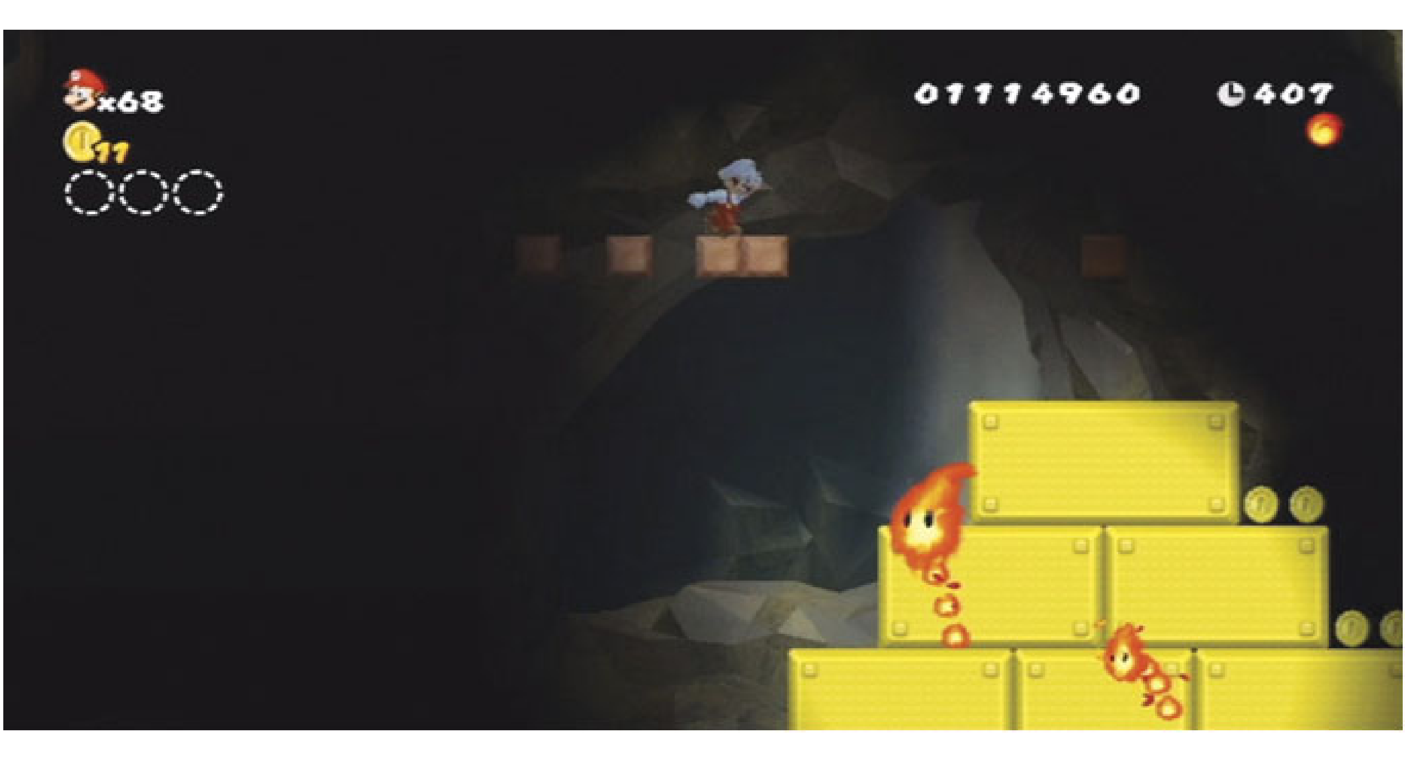




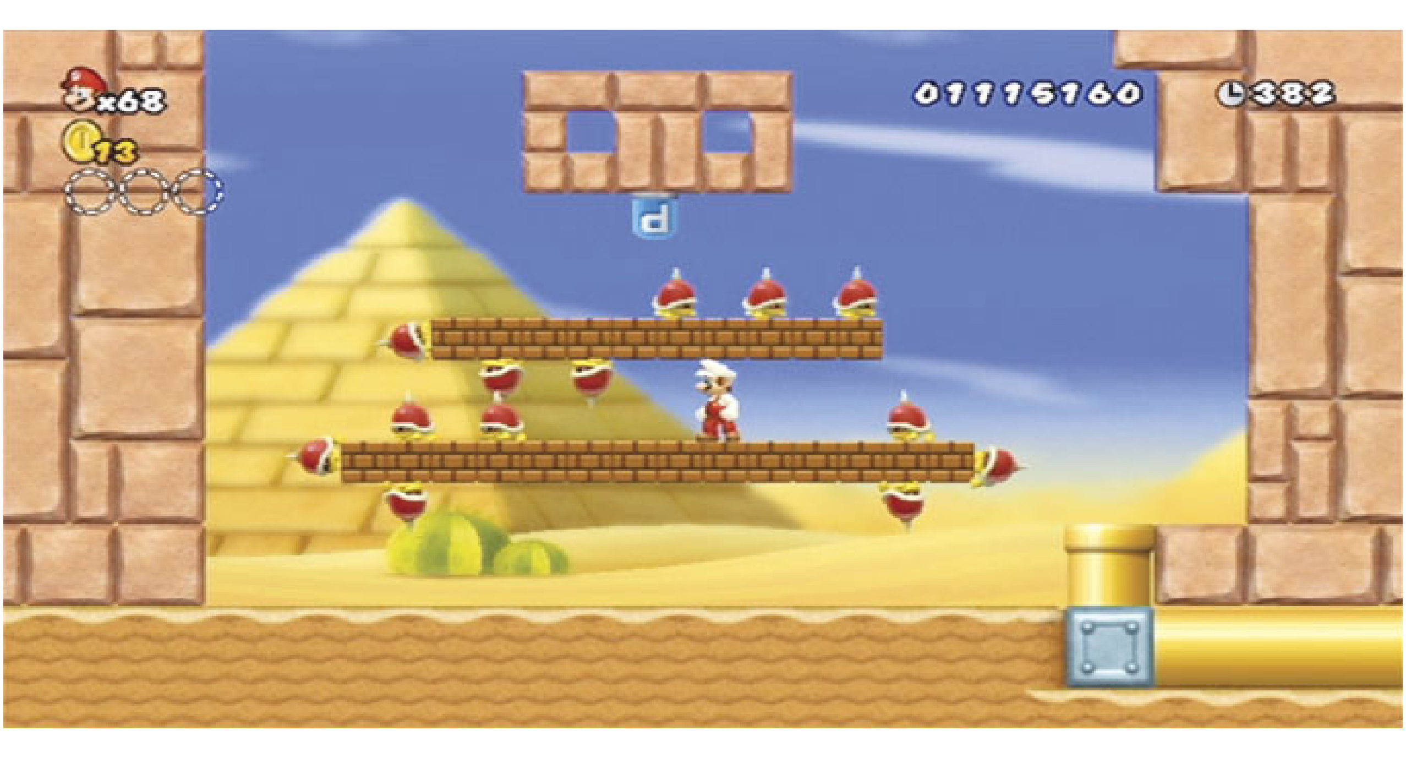
① Go down the pipe at Point 1 to find a secret room with a Roulette Block!

Tip

This underground level can be very hard to navigate since it's almost entirely pitch black! Since fireballs can provide some light, either use a Fire Flower power-up or let the Venus Fire Traps spit fireballs that will light your way!

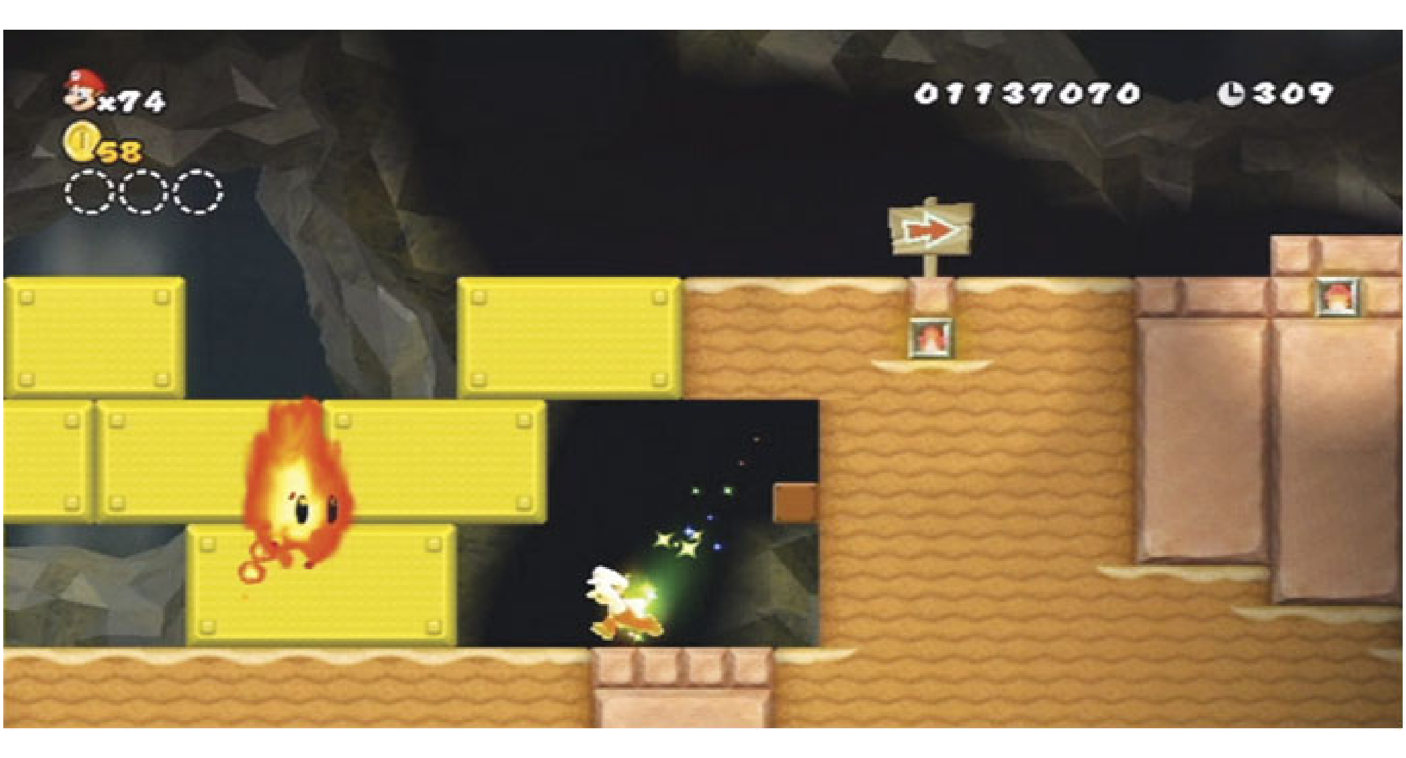


② Climb atop the yellow pyramid at Point 2, then jump left to reach a broken walkway that leads to a yellow pipe.



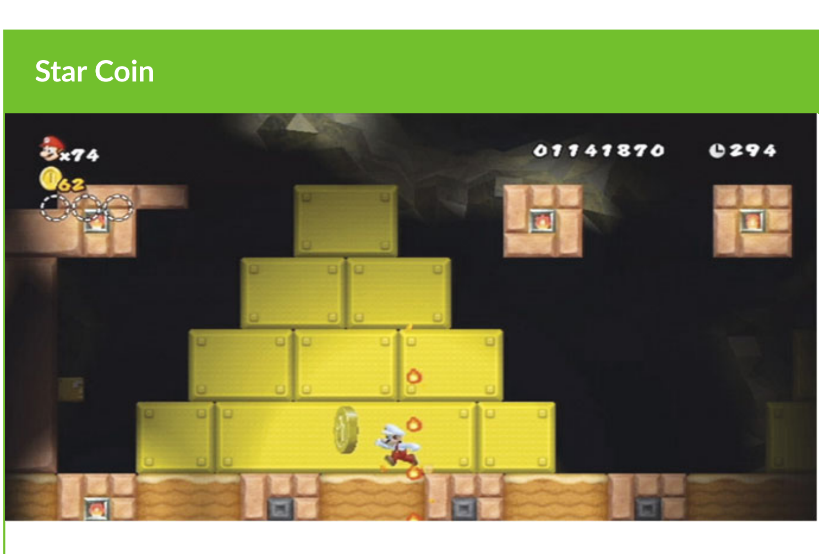
Go through the pipe to find a room with a P Switch and several Spike Tops.

Hop onto the lower row of bricks and follow the Spike Tops left. Jump up to the second level of the bricks, then follow the Spike Tops right to the P Switch. Hit the switch to knock them all out and score a few 1-Ups!



③ Sneak past the Fire Snakes to Point 3 and hit the ? Block along the right wall. Grab the Star! While under the Star's effects, you'll generate enough light to illuminate the entire cavern! Climb the pyramid and then dash right to the next section.

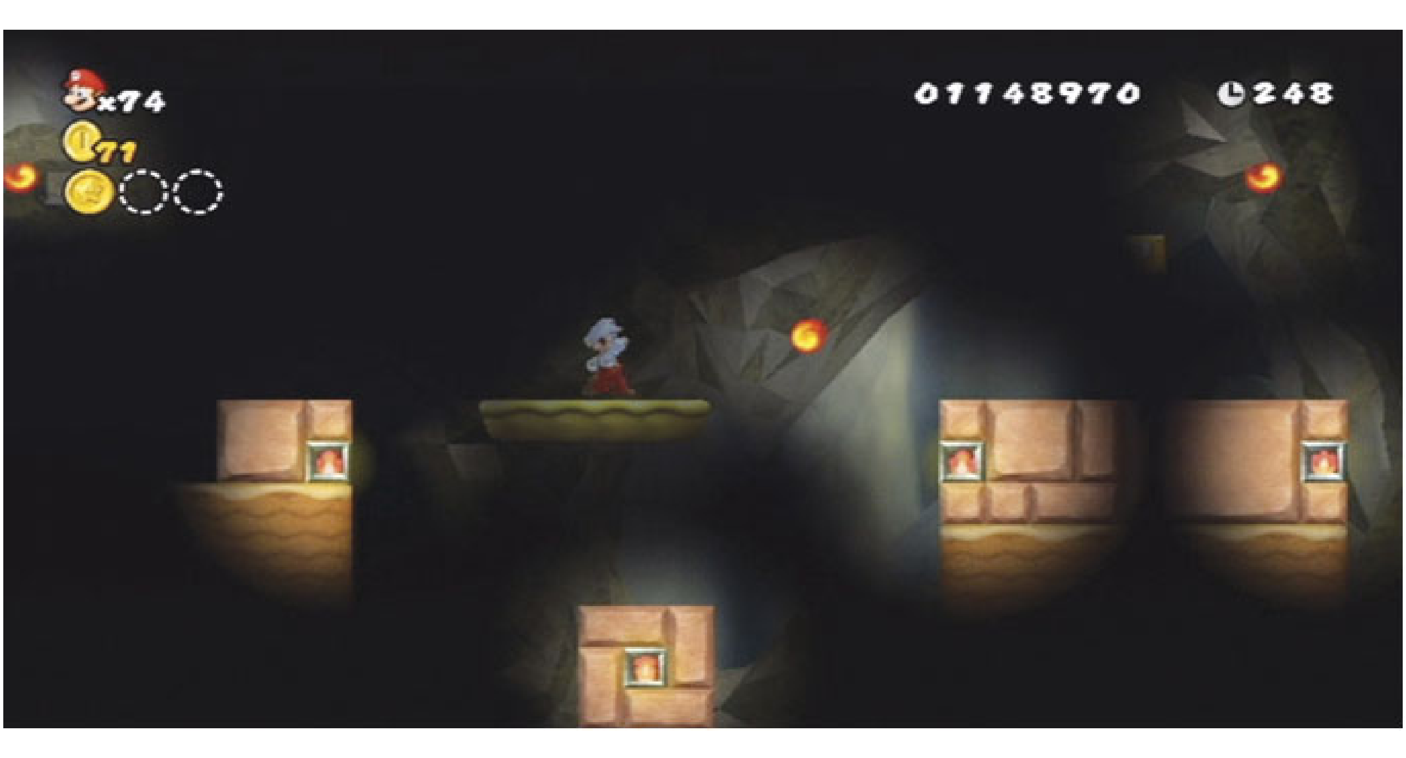
Star Coin



④ Grab the Star Coin at the base of the pyramid, then hit the ? Block on the left to grab another Star.

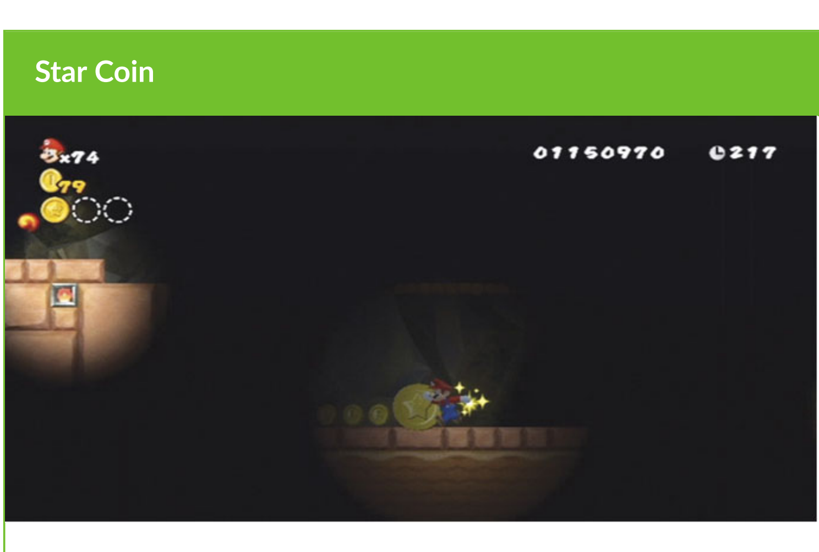
Note

This block will only yield another star if you hit it while under the effects of first star. Otherwise it will just give you a coin.



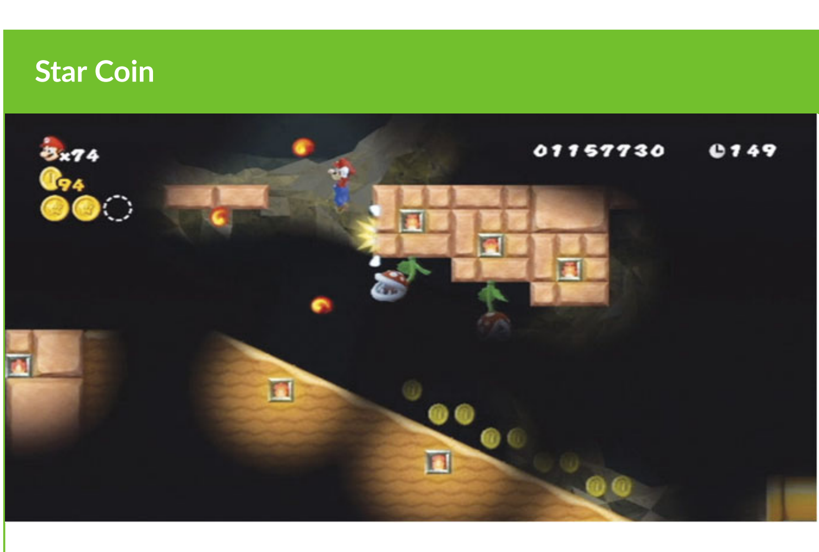
⑤ Ride the platforms right, and jump over the fireballs as they approach you.

Star Coin

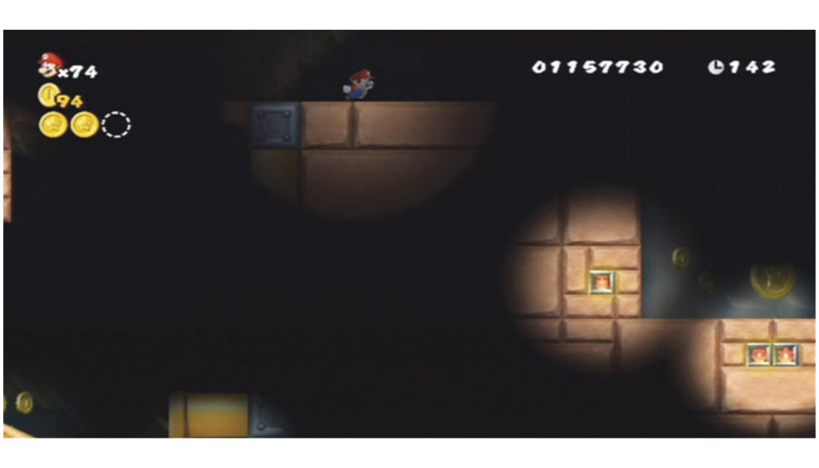


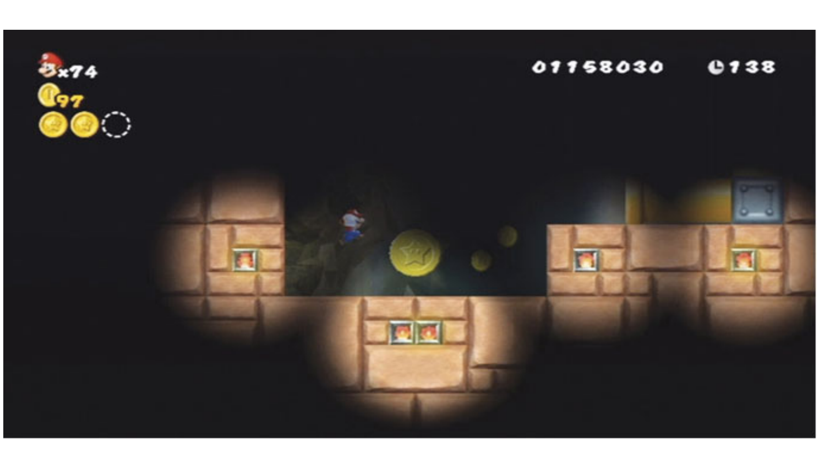
⑥ When you reach Point 6, drop down below the walkway then turn left. Follow the walkway back to the left edge of the wall and grab the next Star Coin. Be careful while grabbing it though, a Fire Bro will try to fry you with fireballs from the far right.

Star Coin



⑦ Wall-Jump off the wall to the left of the Piranha Plants at Point 7, then dash left across the top of the level to a secret area containing the final Star Coin.





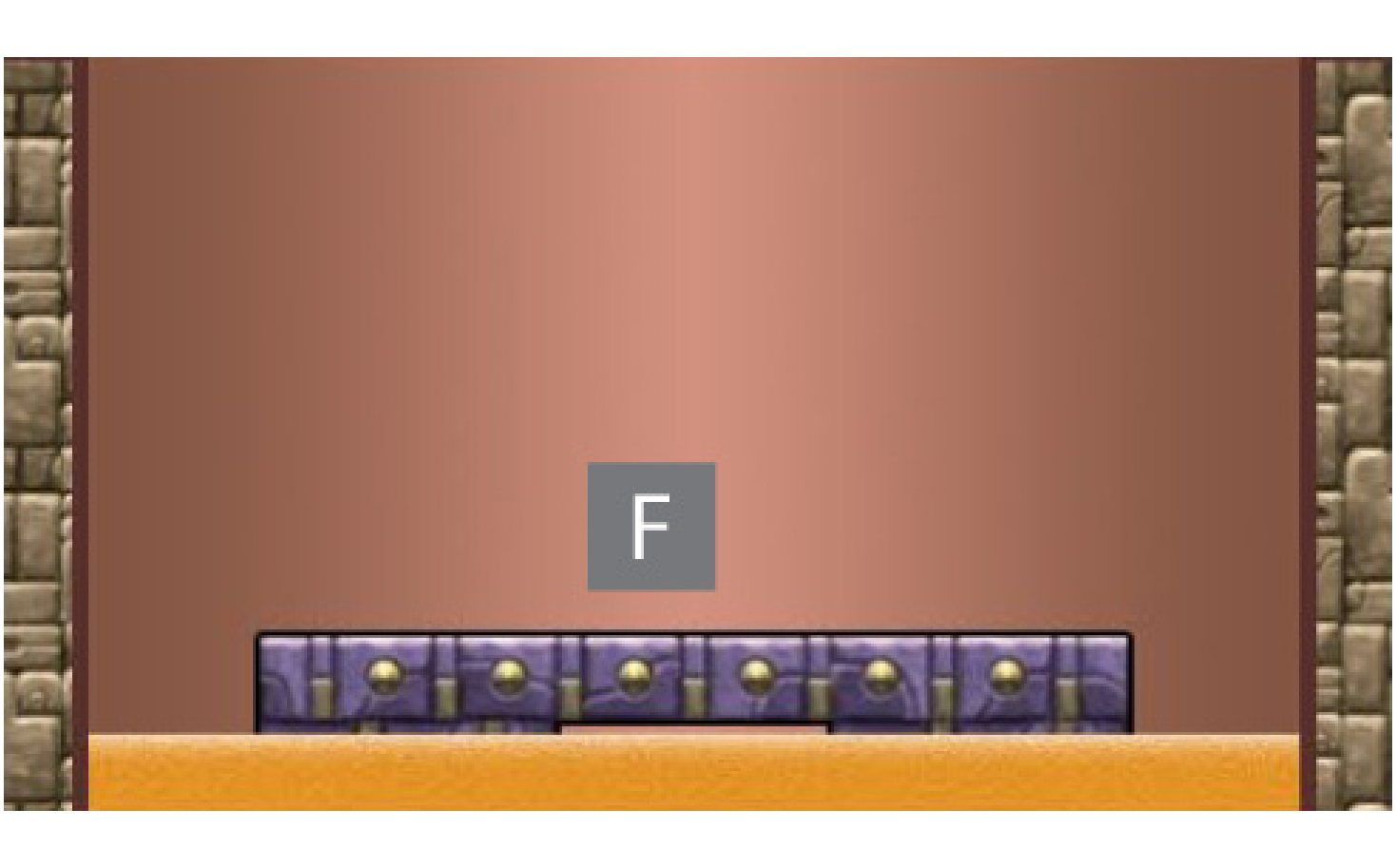
Take the pipe on the right and exit the level.

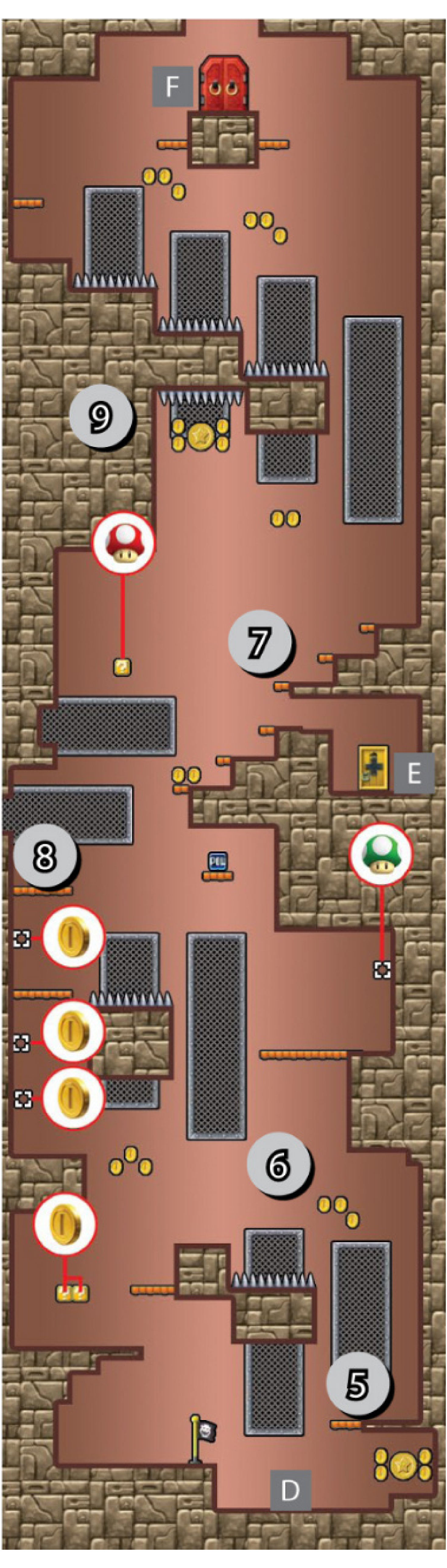
Note

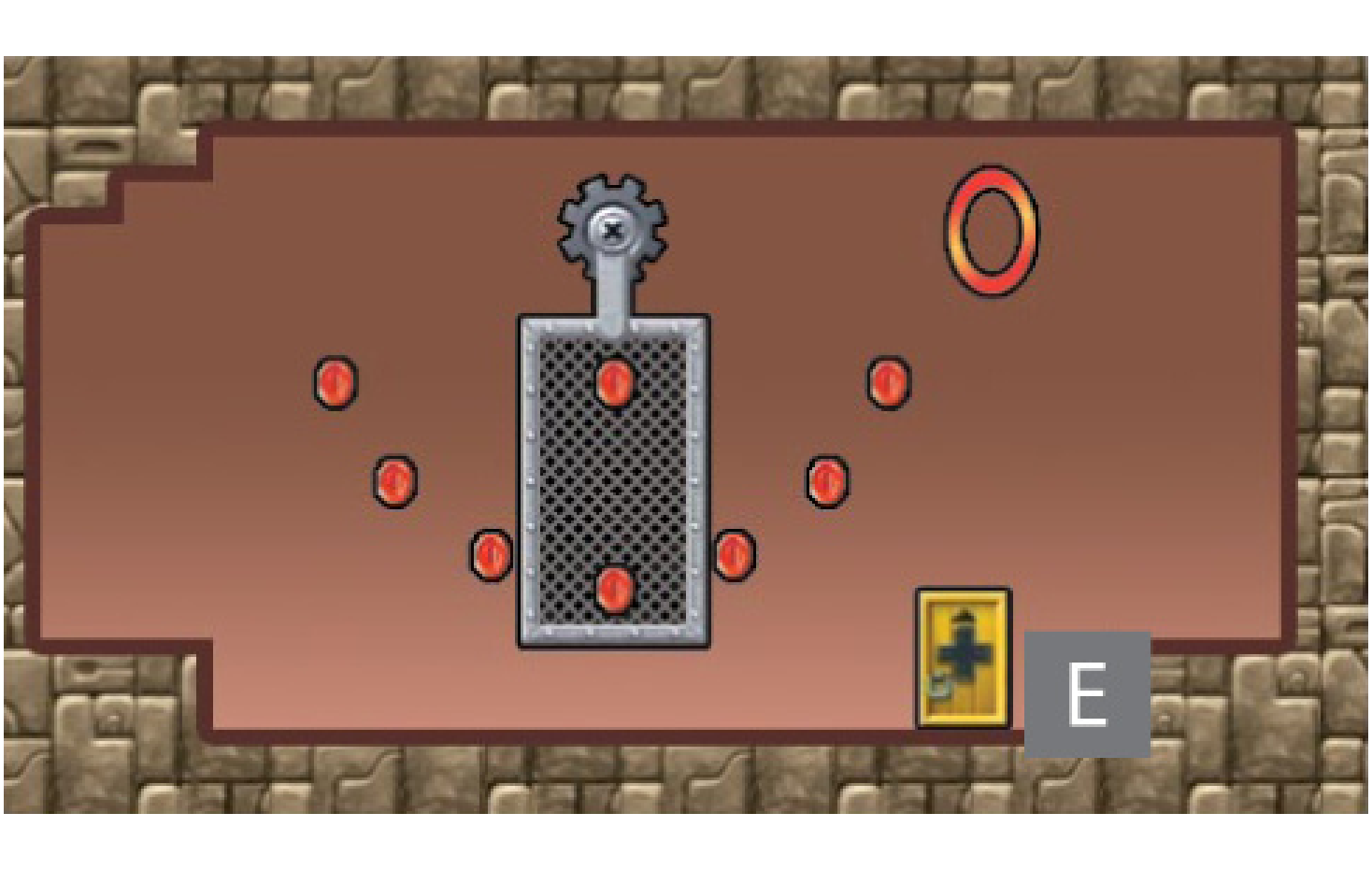
Aside from taking the pipe in the secret area, there's another pipe that leads to the goal pole. Before taking the pathway above the level, simply follow the level down the hill to its end and enter the final pipe.

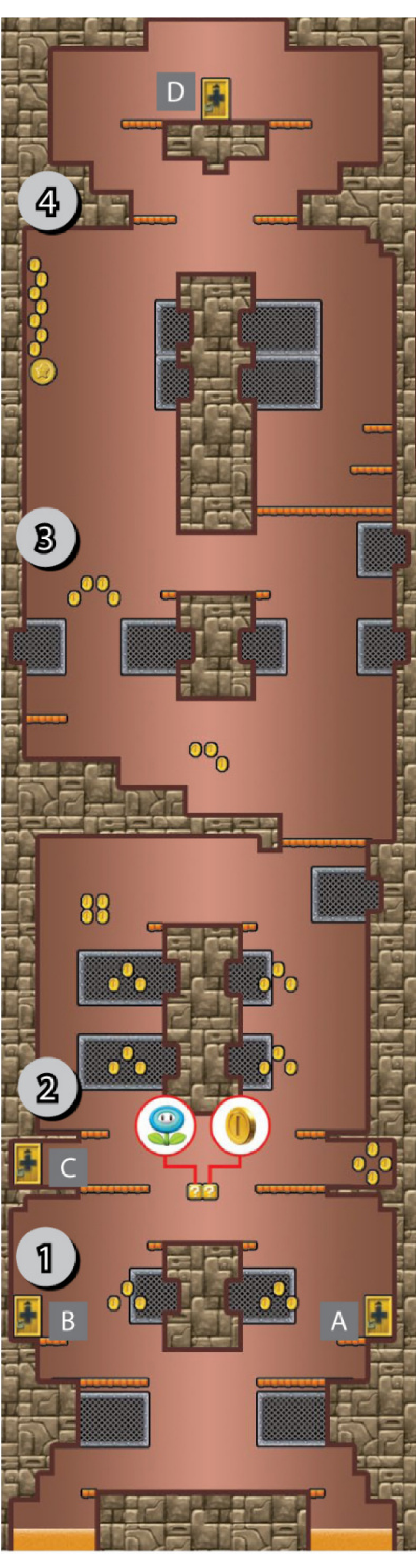
World 2-Desert World

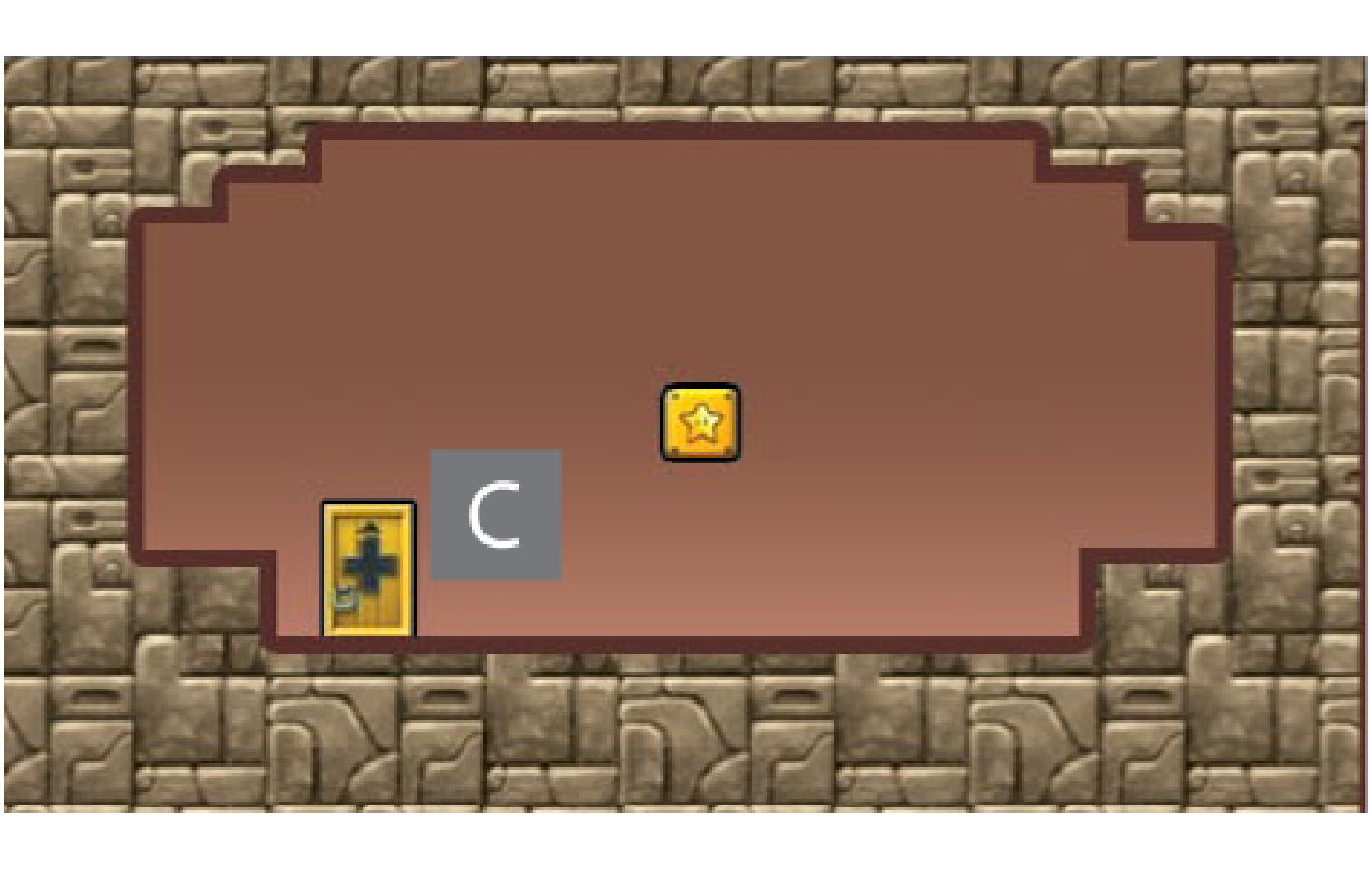
World 2-Tower

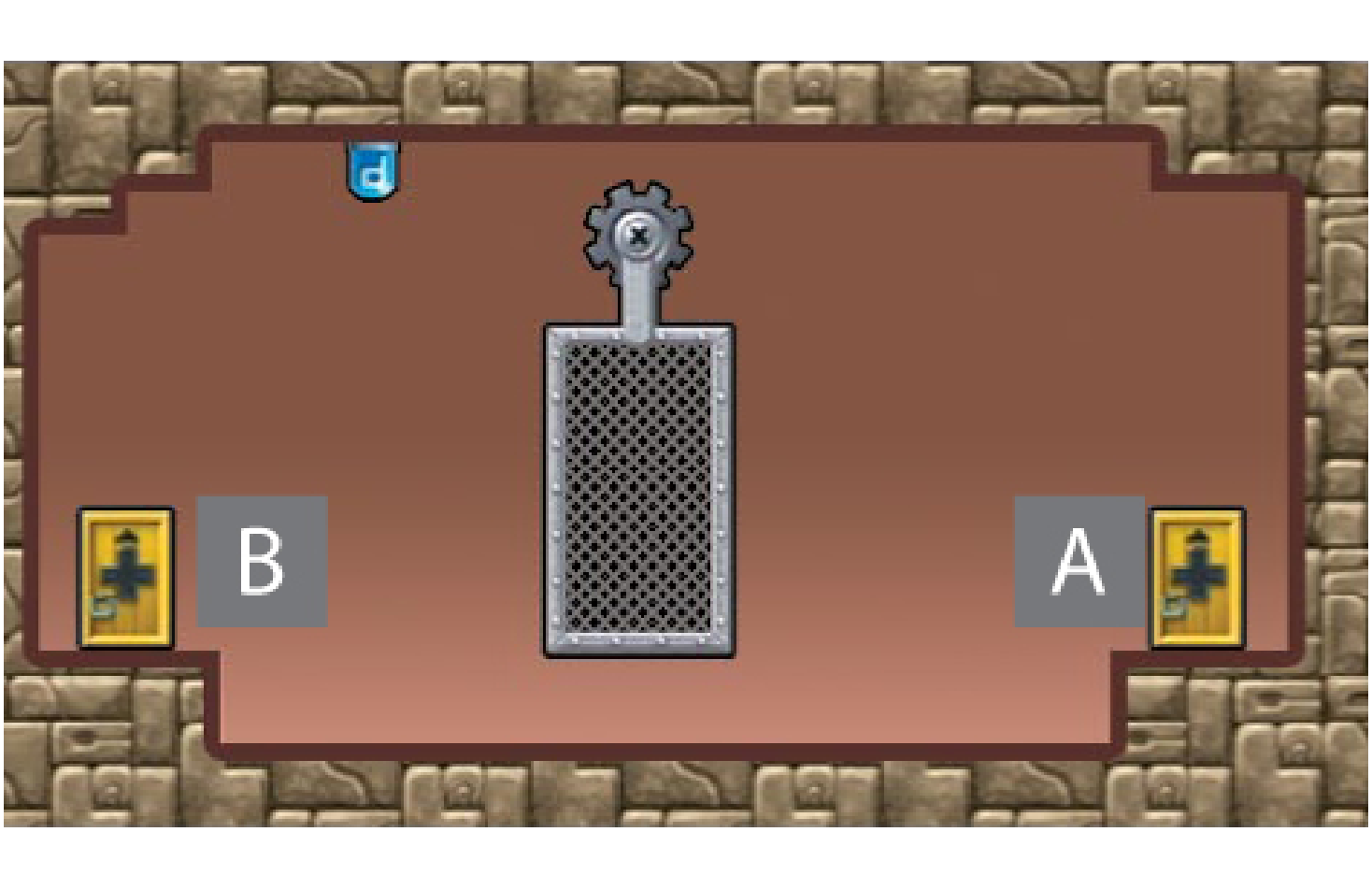


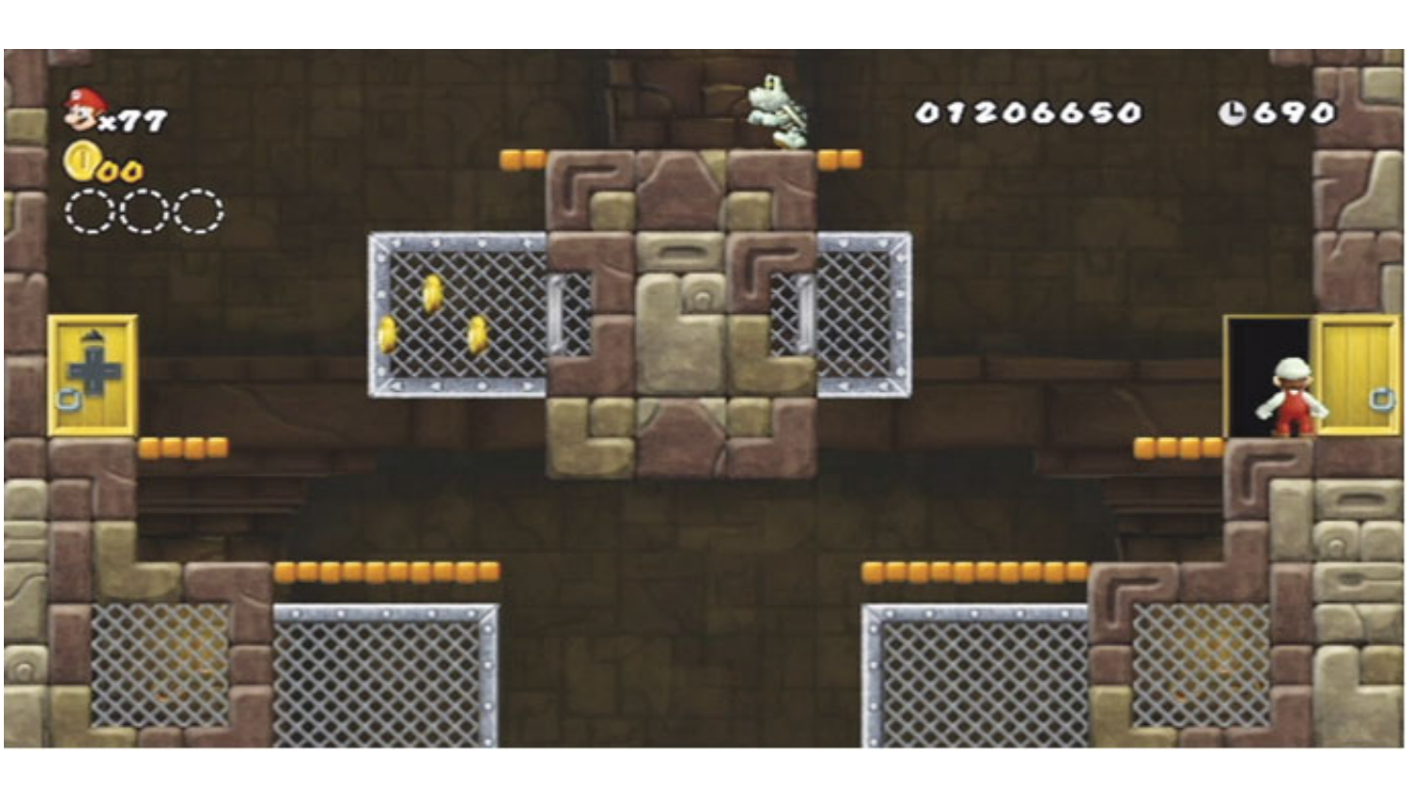






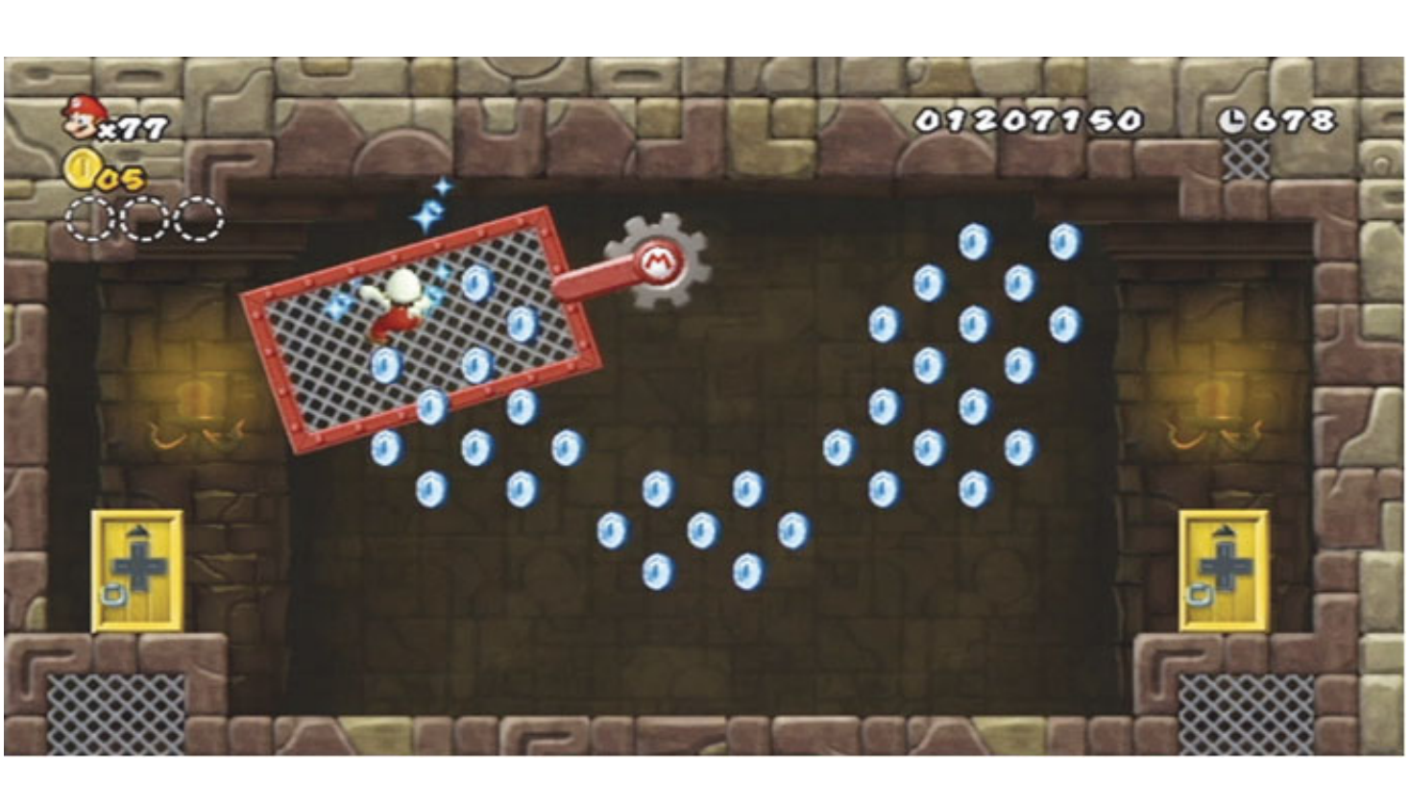


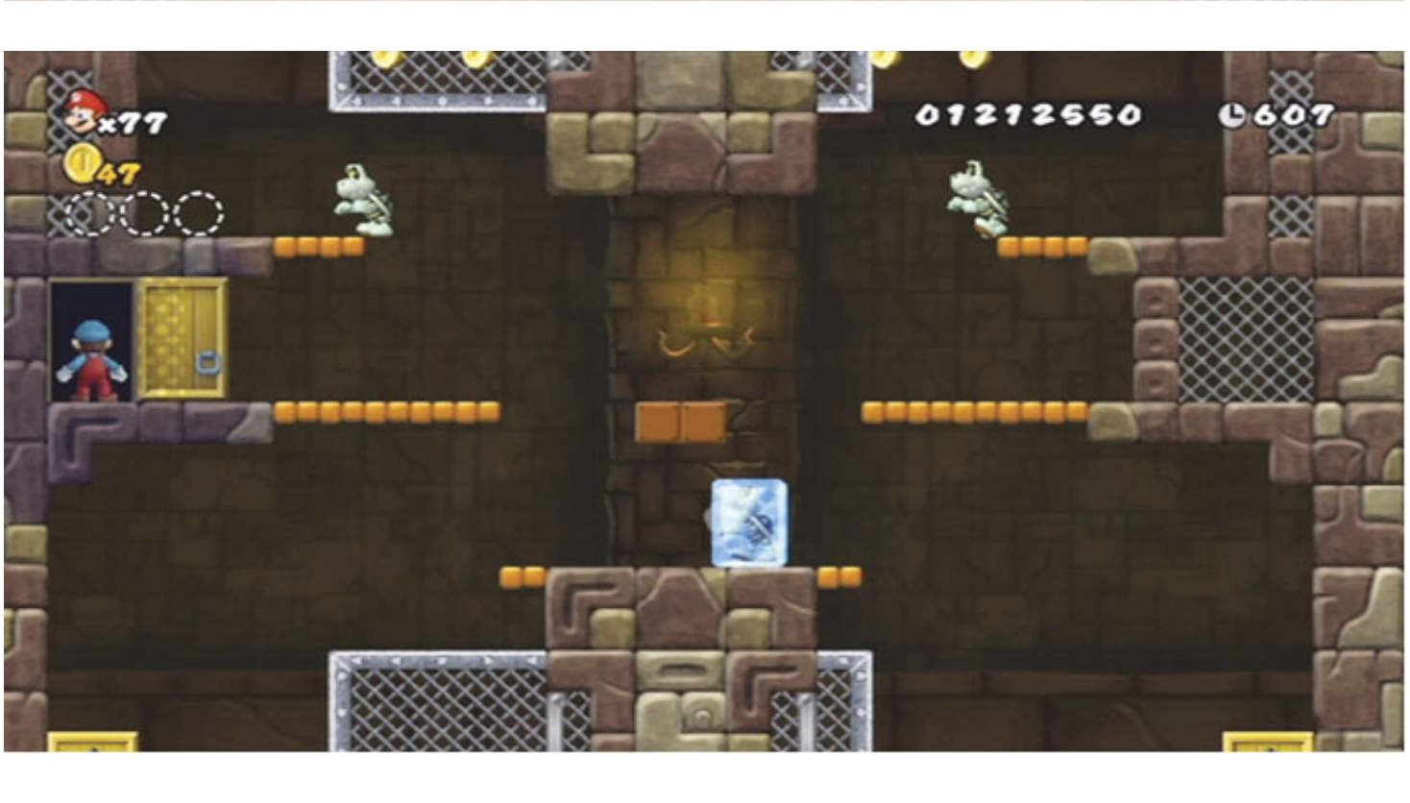




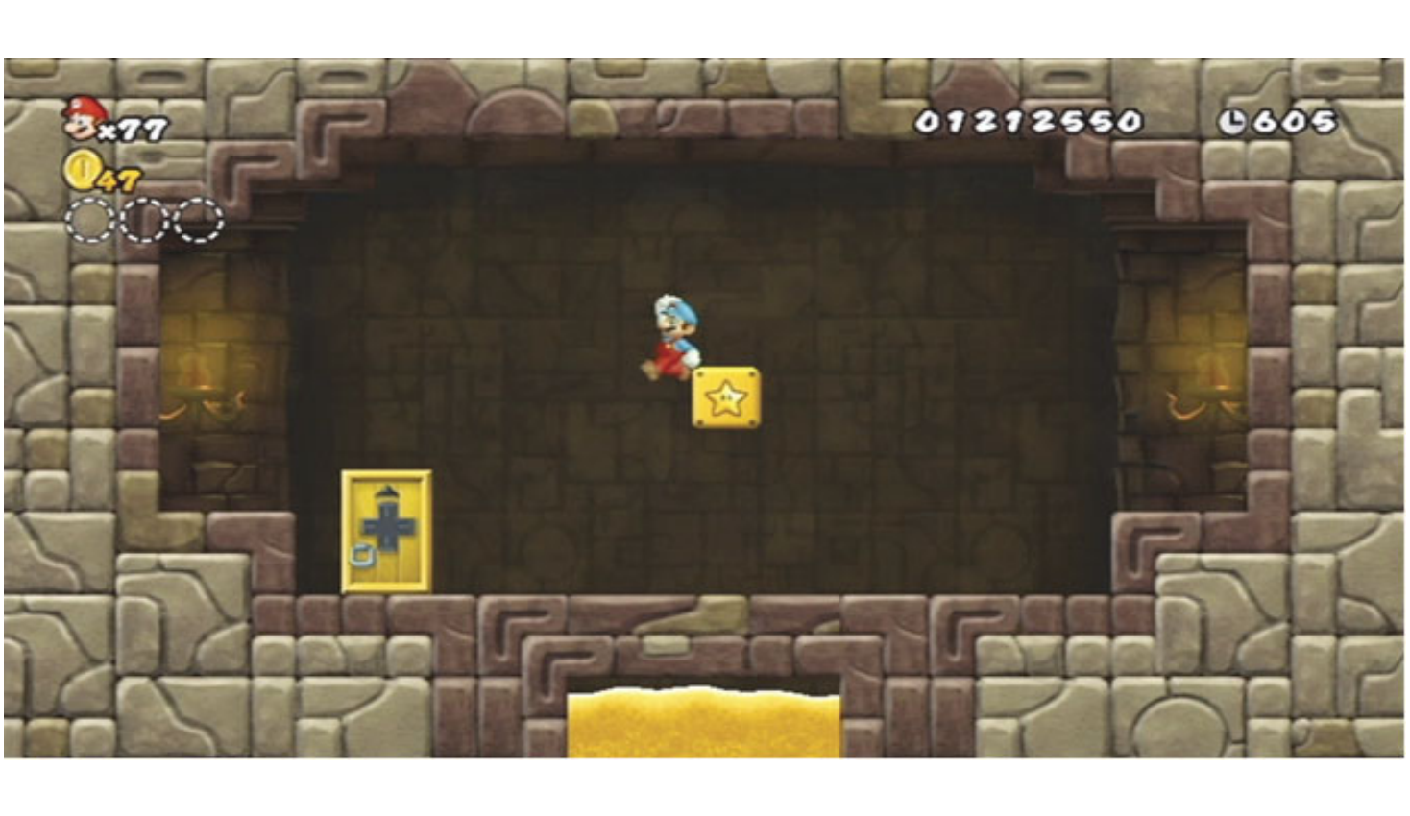
① Both doors at Point 1 lead to a room with a large shifting panel that Mario can climb on. Hop onto it and grab on!

Once you're on the panel, tilt the Wii Remote left to make the panel swing toward the P Switch. The switch reveals several blue coins. To grab them all, move up and down on the panel while tilting the Wii Remote left and right.

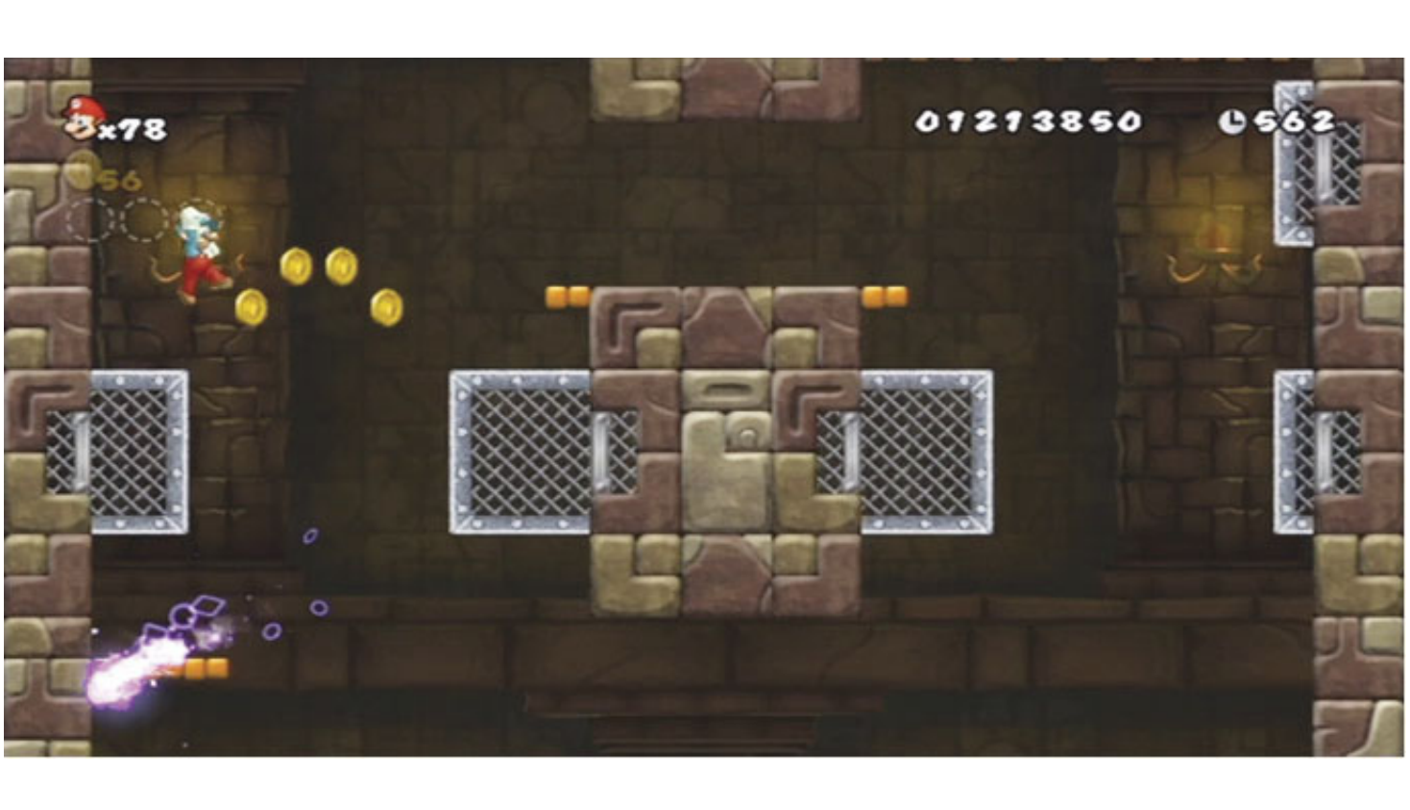




② There's a hidden door along the left wall at Point 2.

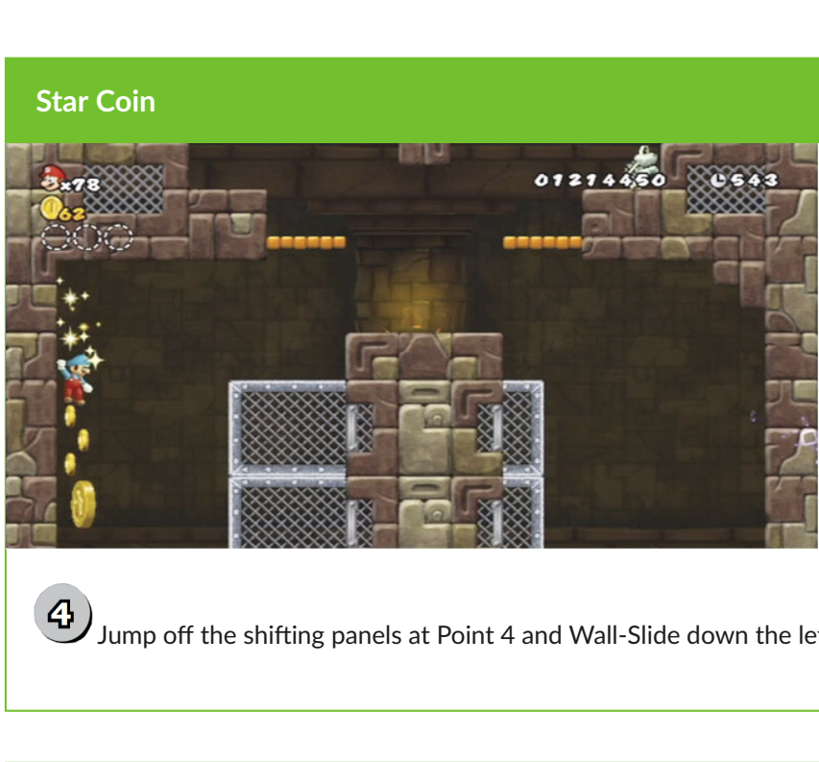


Go through the door to find a Roulette Block. Take your power-up, then go back through the door to continue climbing up the tower.



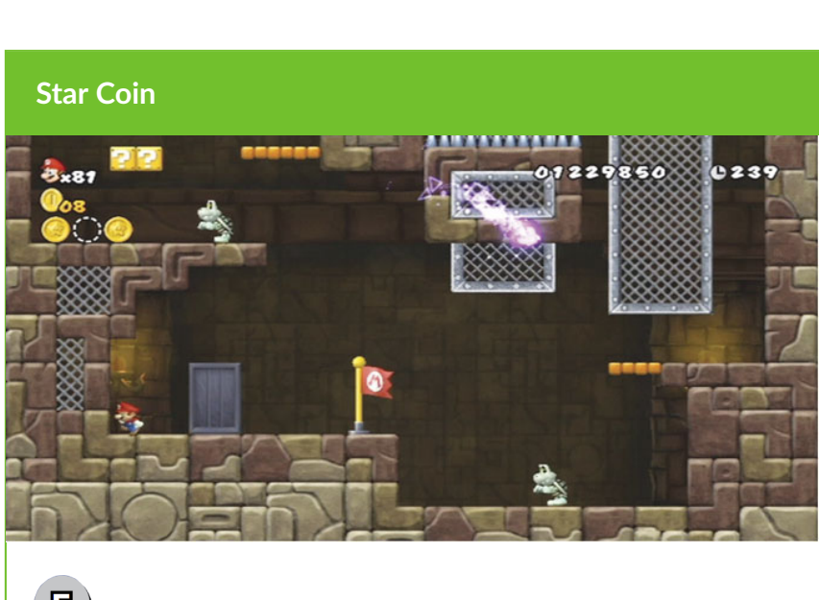
③ When you reach Point 3, magical projectiles begin to rain down on you from above. Move up the shifting panels quickly to avoid getting hit!

Star Coin

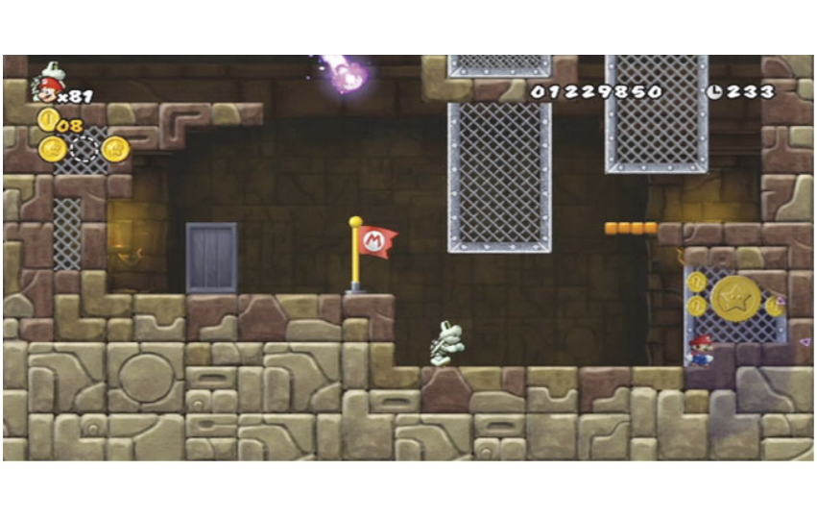


④ Jump off the shifting panels at Point 4 and Wall-Slide down the left wall to grab the first Star Coin.

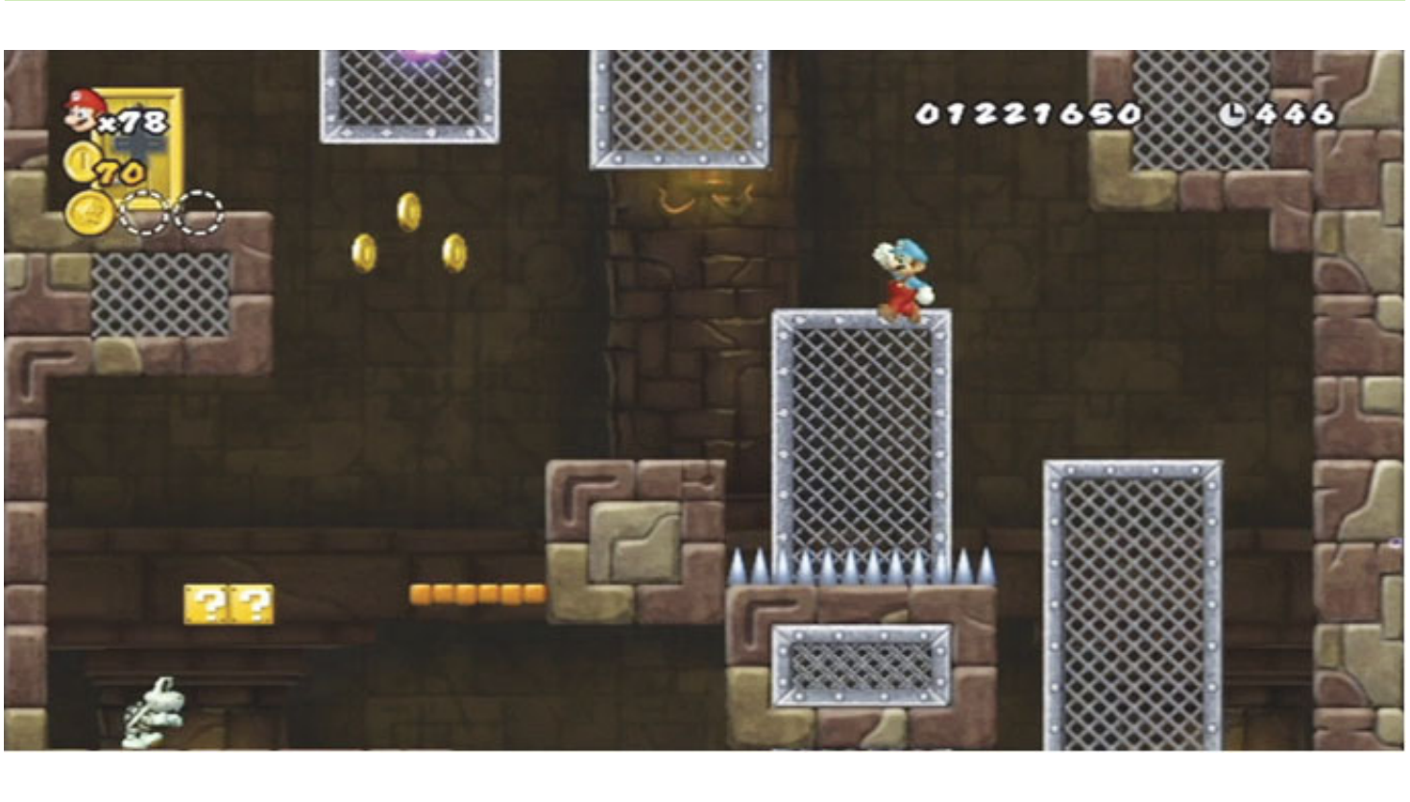
Star Coin



⑤ After passing through the door into the next area, run to the right and pass the Bowser flag to mark your progress.

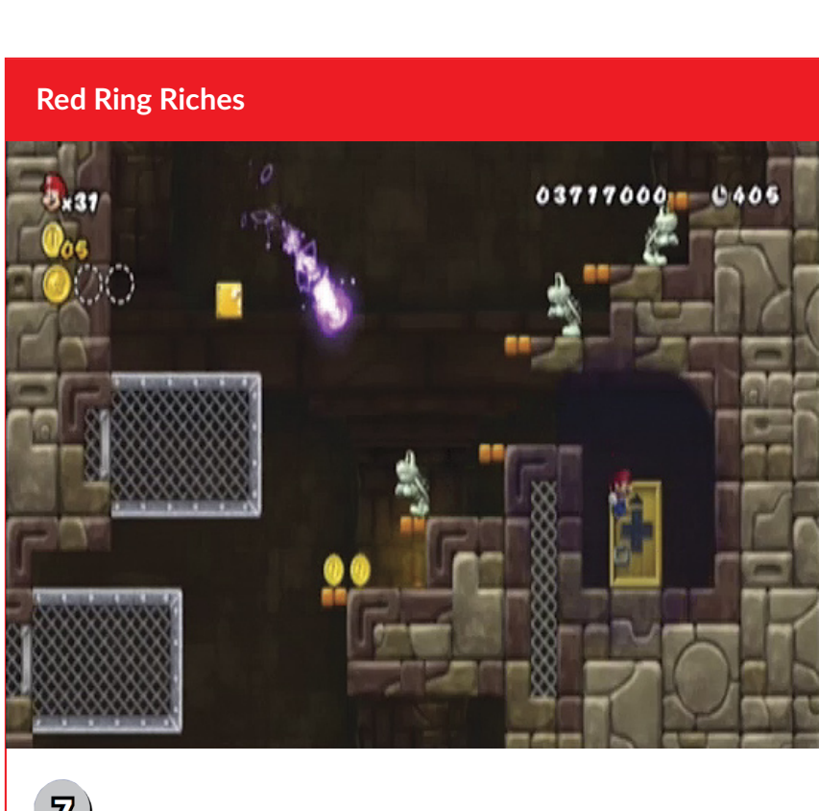


Avoid the Dry Bones and walk directly into the lower-right wall of the tower. It reveals a secret niche with a Star Coin and several regular coins!

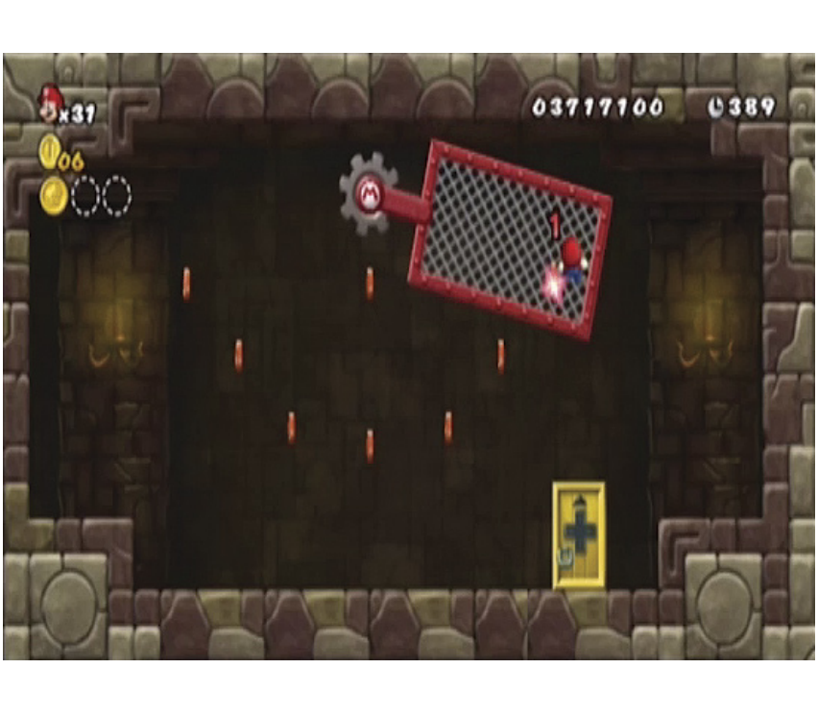


⑥ Wait for the magic projectile to pass you by before leaping onto the long panel that rises above the deadly spikes.

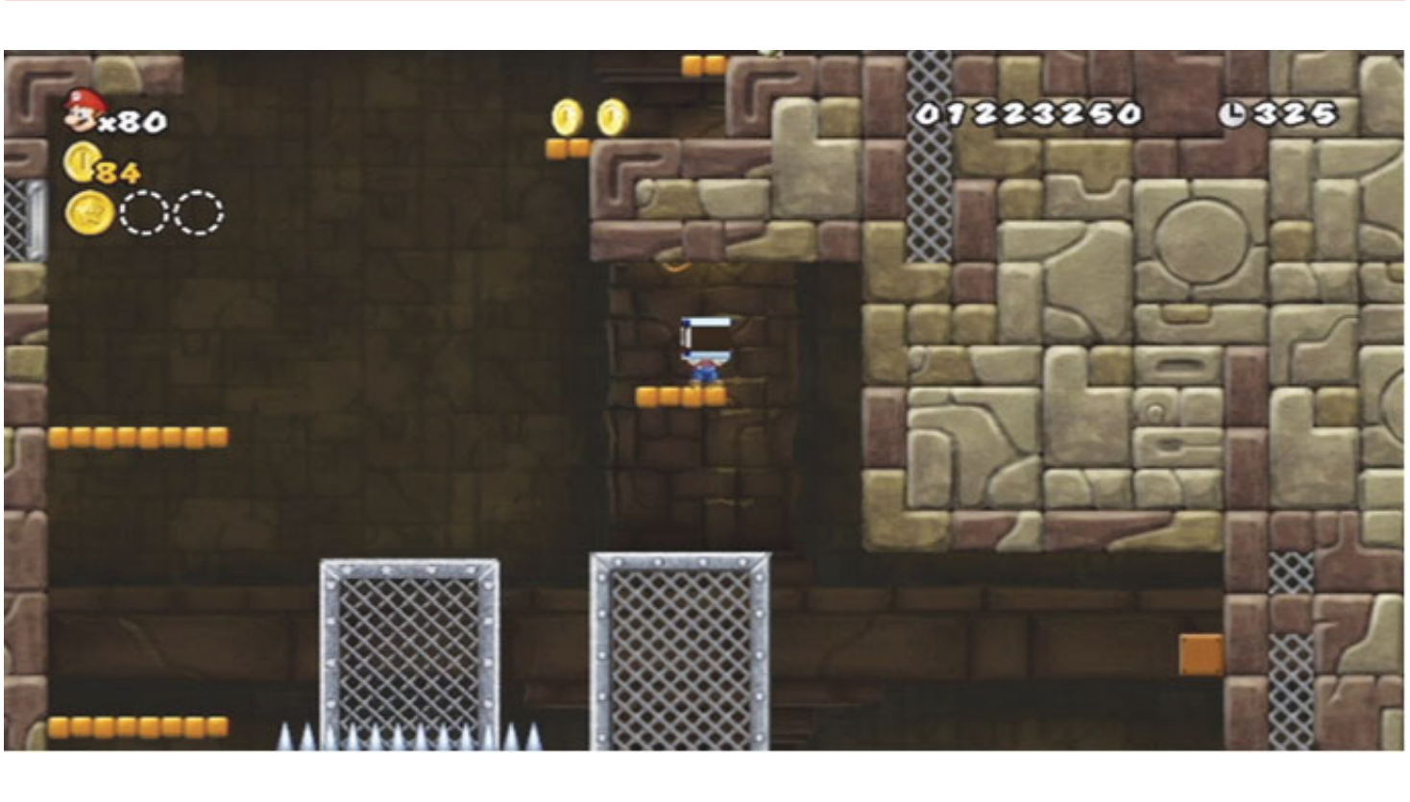
Red Ring Riches



⑦ Go through the door at Point 7 to find a small room with another shifting panel. Hop on and tilt the Wii Remote right to make the panel carry you to the Red Ring.

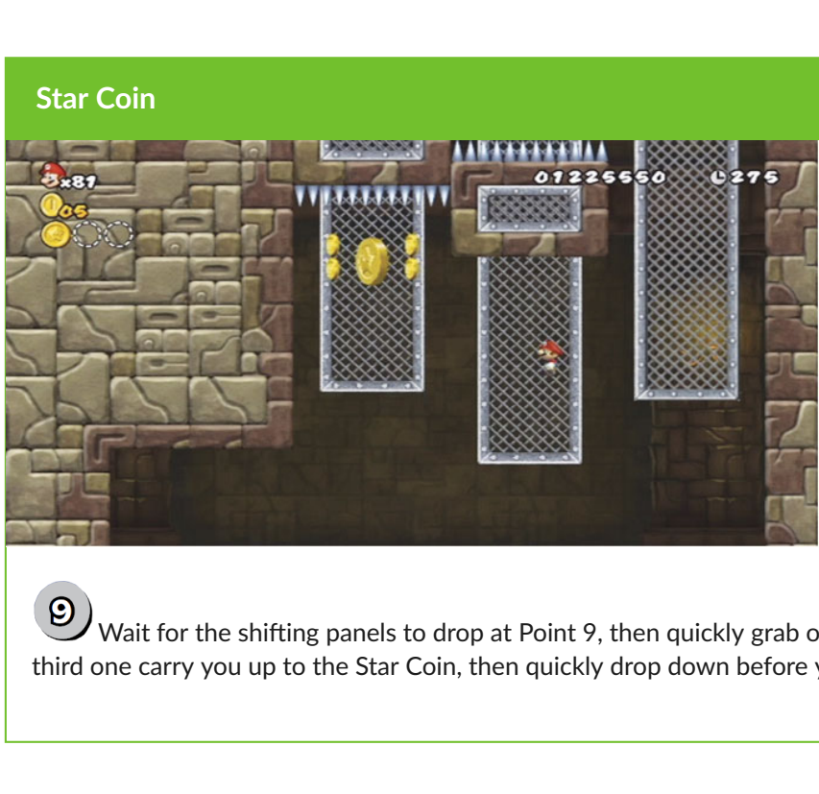


Just as you did in the room with the P Switch, tilt the Wii Remote left and right as you climb up and down the panel to grab all eight red coins.



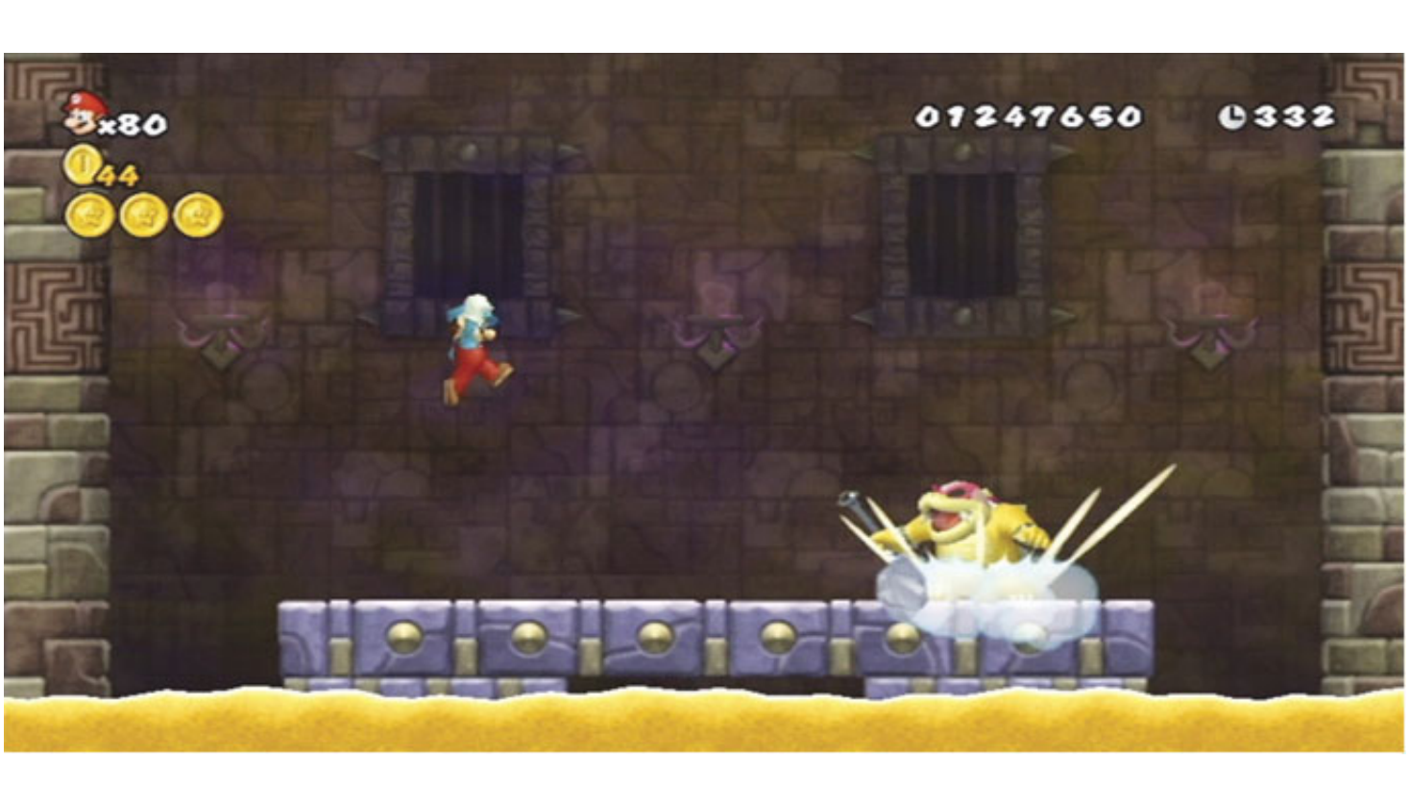
⑧ Use the POW Block here to force several coins to drop from the area above you. If you drop it while you are near the Dry Bones, they'll fall apart!

Star Coin



⑨ Wait for the shifting panels to drop at Point 9, then quickly grab on and jump left across all three panels. Let the third one carry you up to the Star Coin, then quickly drop down before you hit the spikes above you!

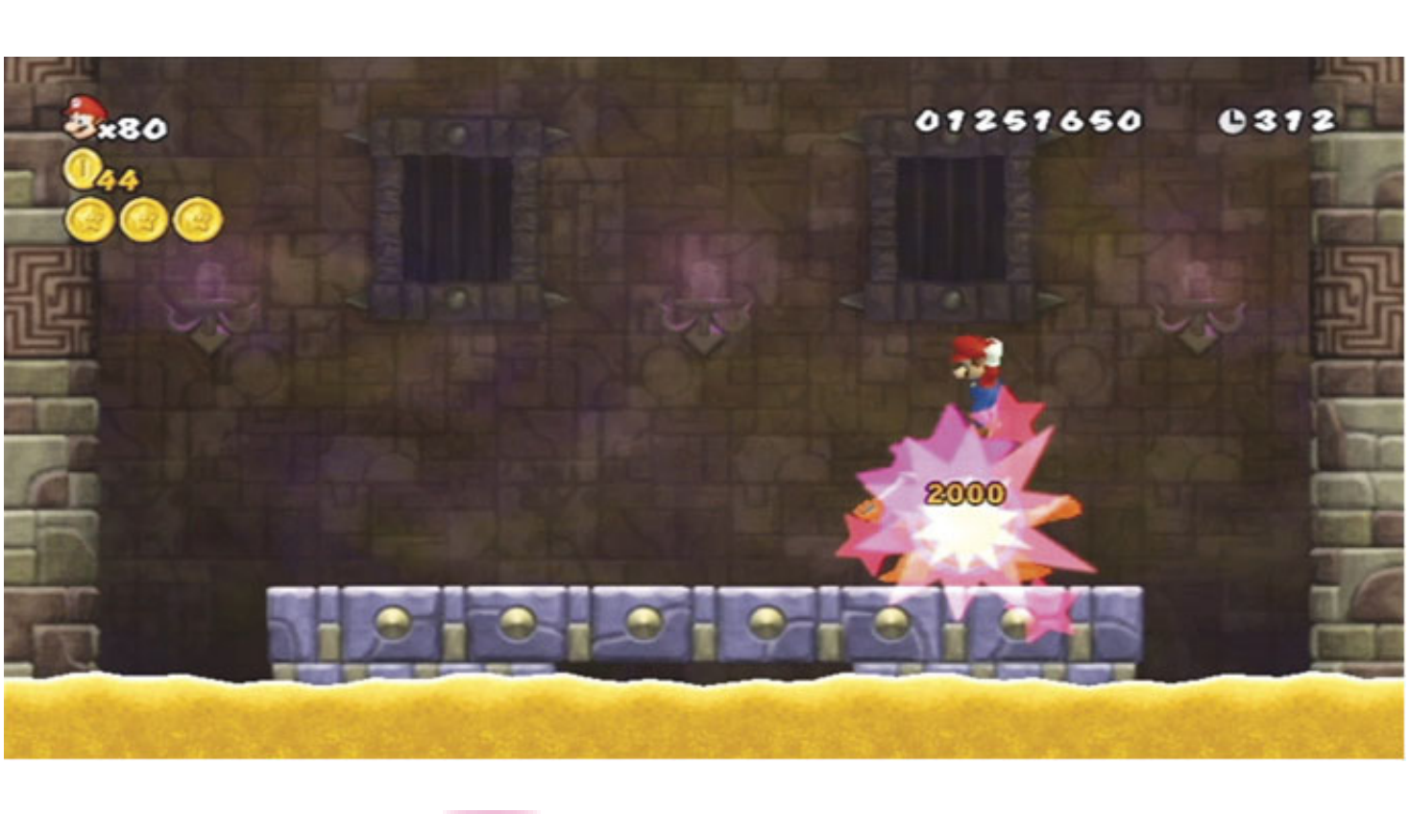
Boss Battle

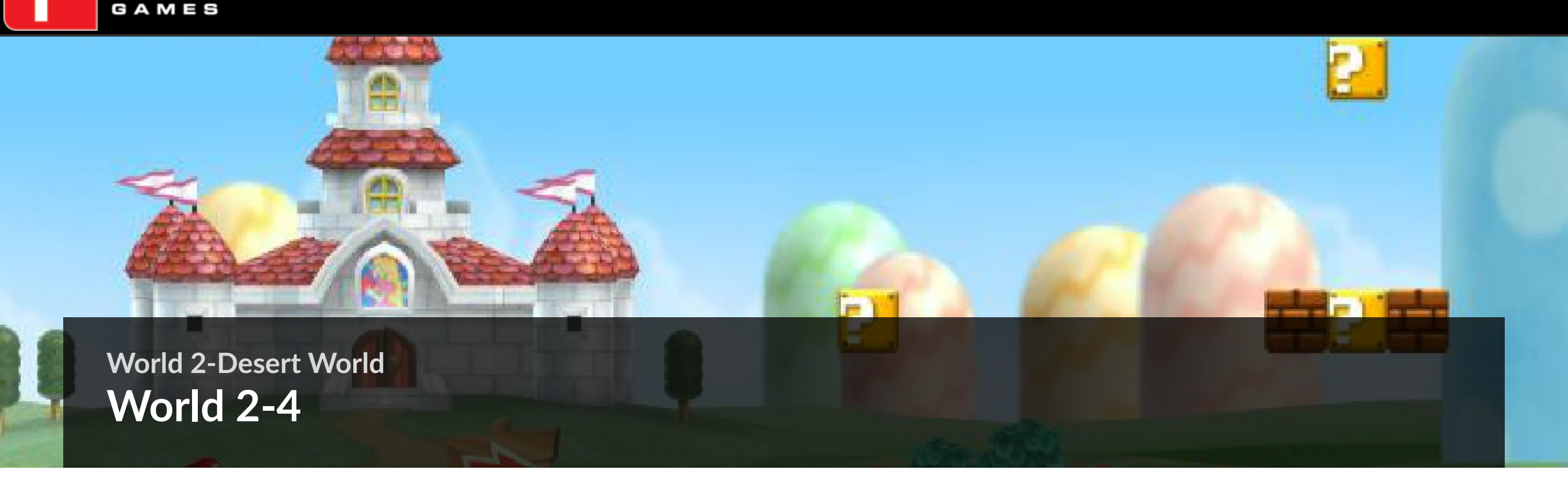


Roy Koopa has a very nasty Ground-Pound attack, just like Mario. Unlike Mario's, however, Roy's Ground-Pound can stun you if you're standing on the ground when he hits the floor. As soon as he's about to land back on the ground, leap into the air to keep from getting stunned.

If he stuns you, he follows up with a wave of his deadly wand and hits you with a magic projectile! Bounce on his head as soon as he lands, then stand at the center of the platform and leap over his shell attack.

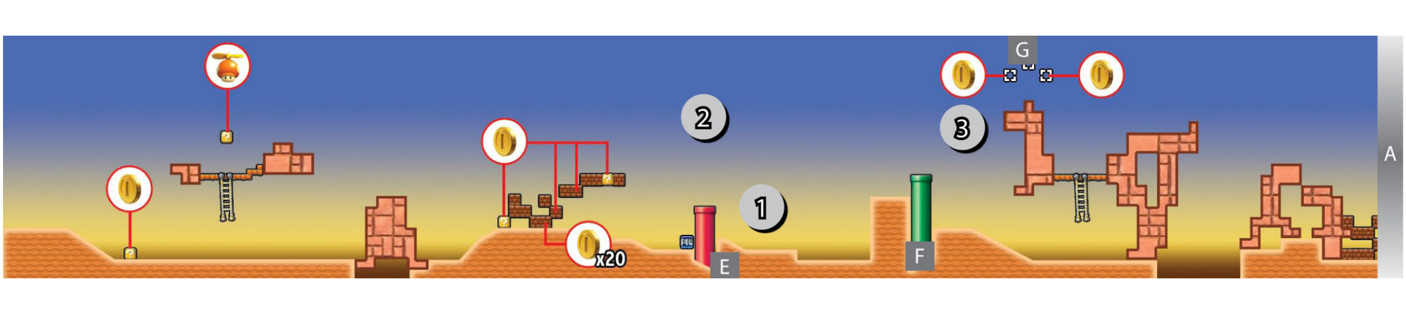
When he emerges from his shell, wait for him to Ground-Pound again, then pounce on his head! Do this three times, and he'll go down.

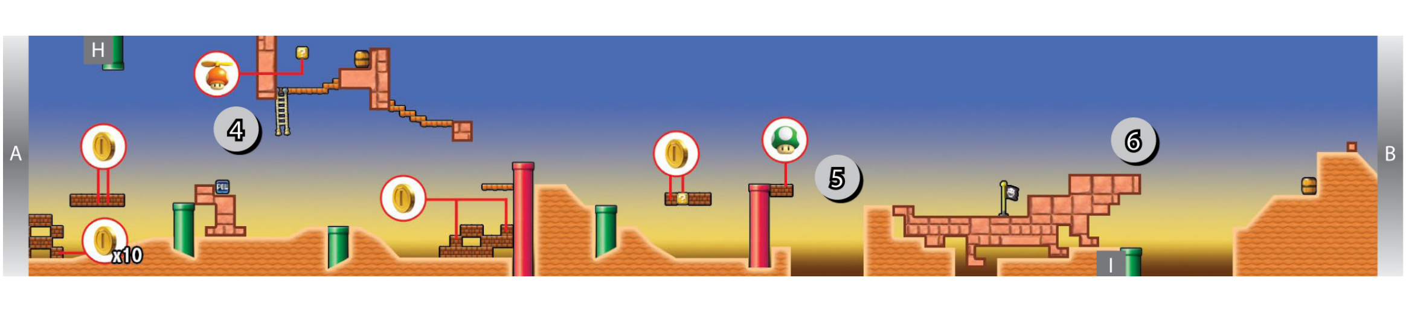


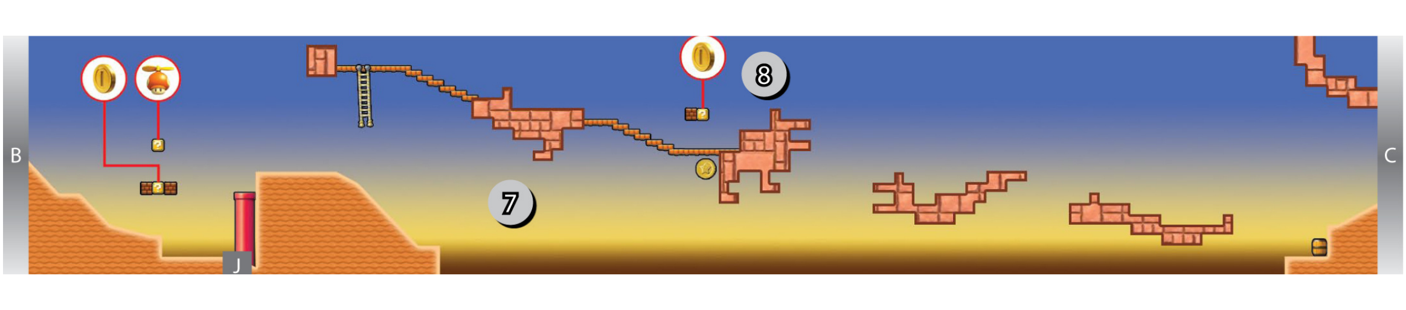


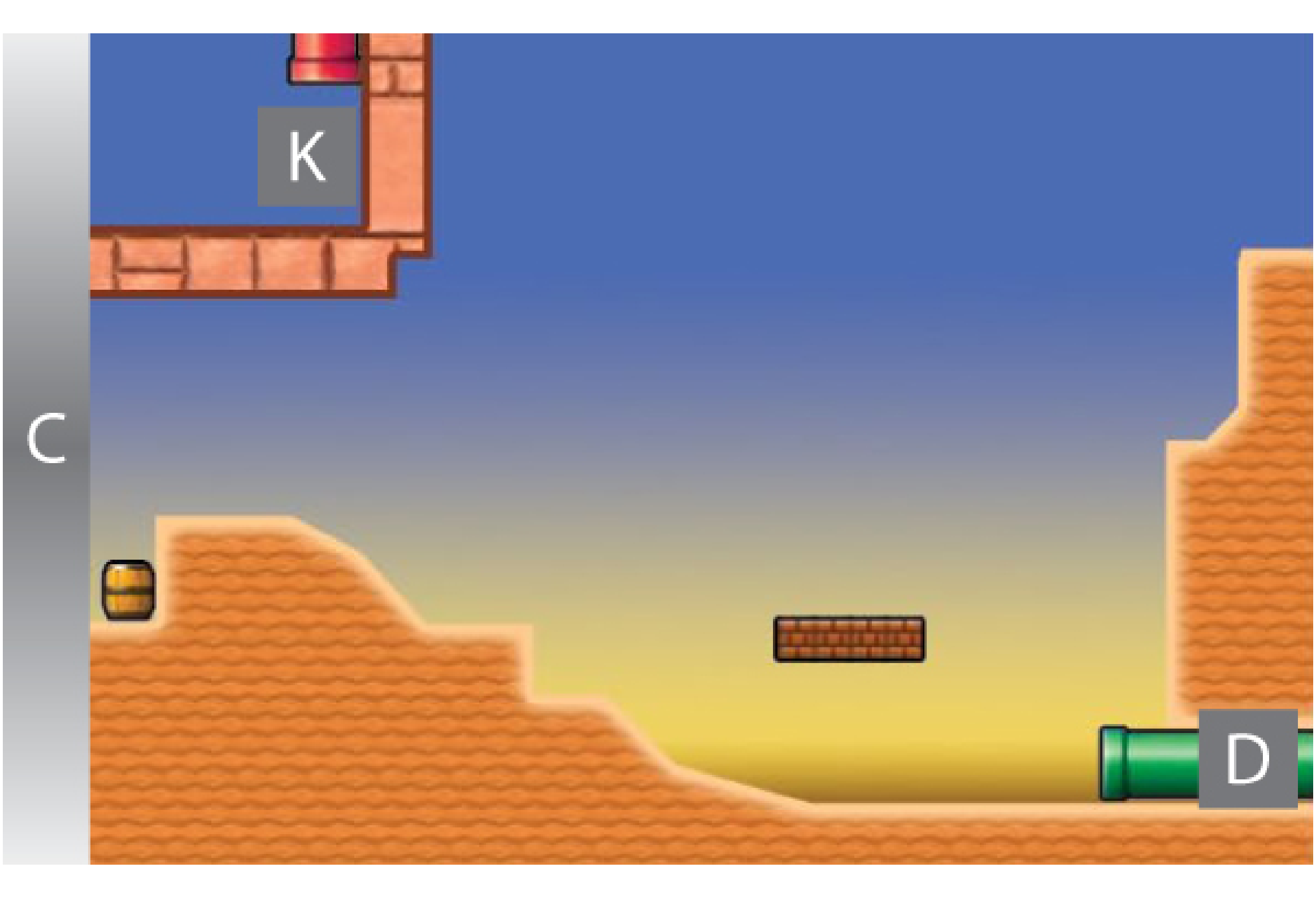
World 2-Desert World

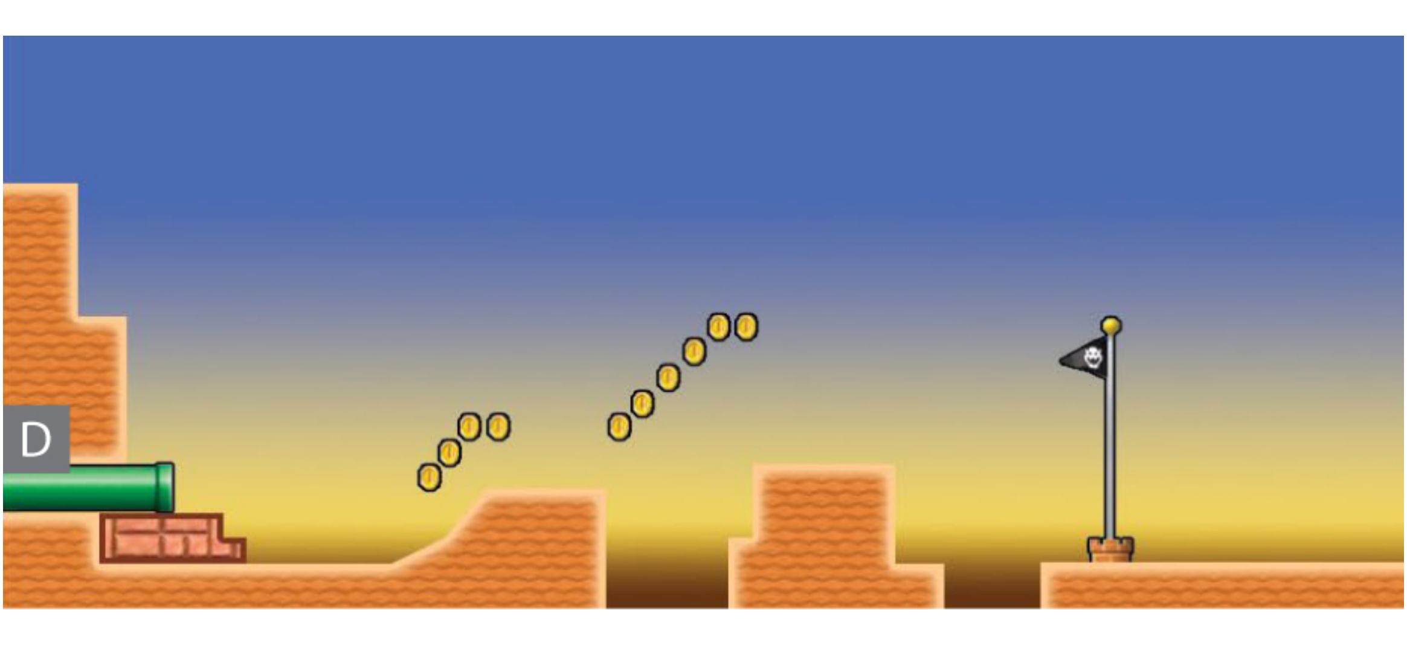
World 2-4

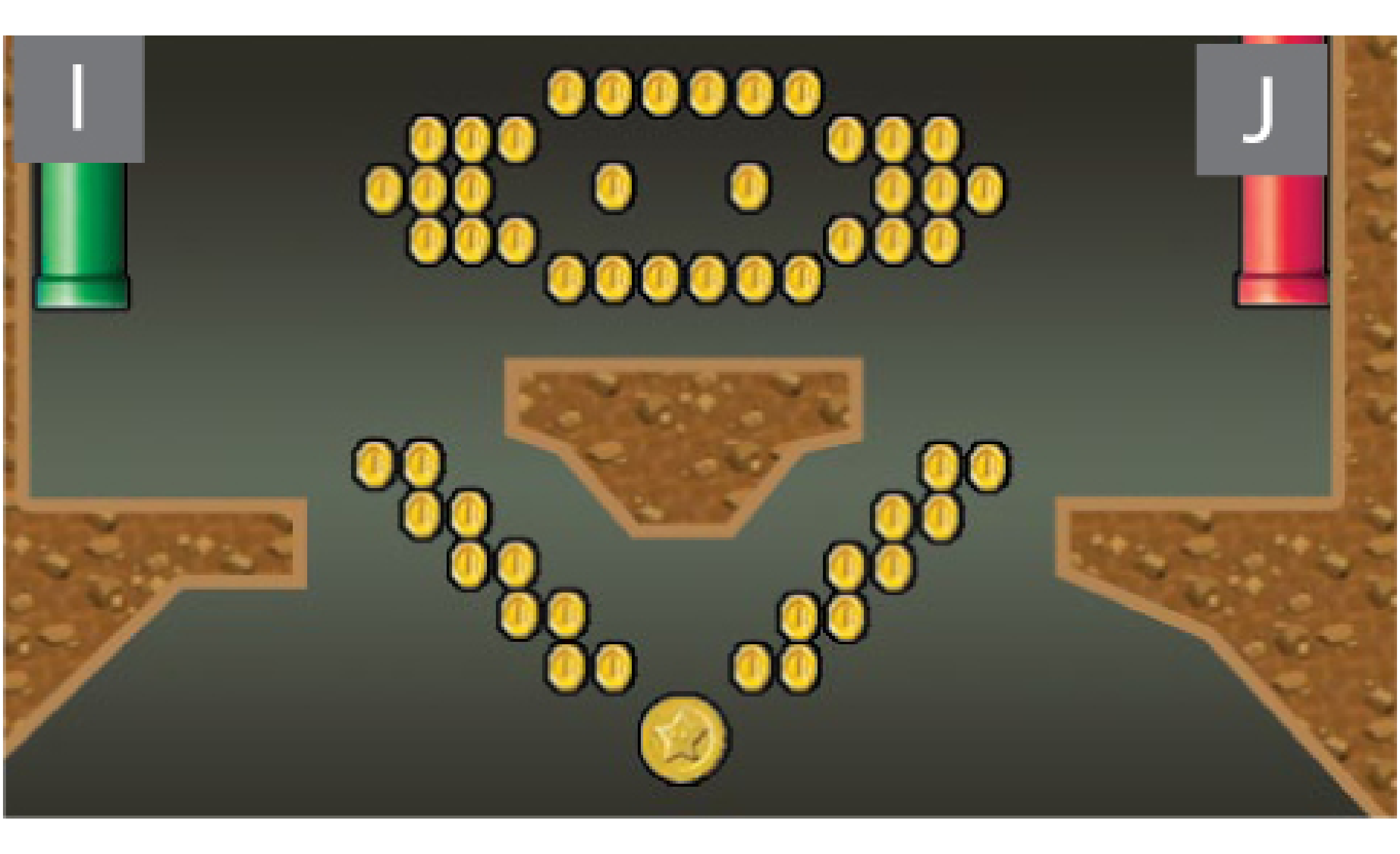


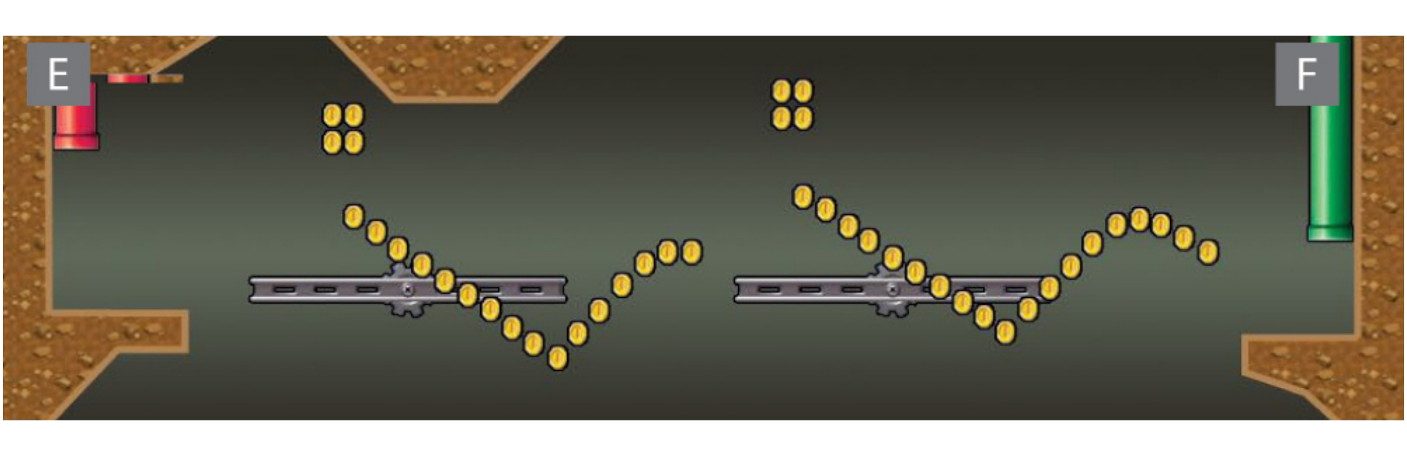


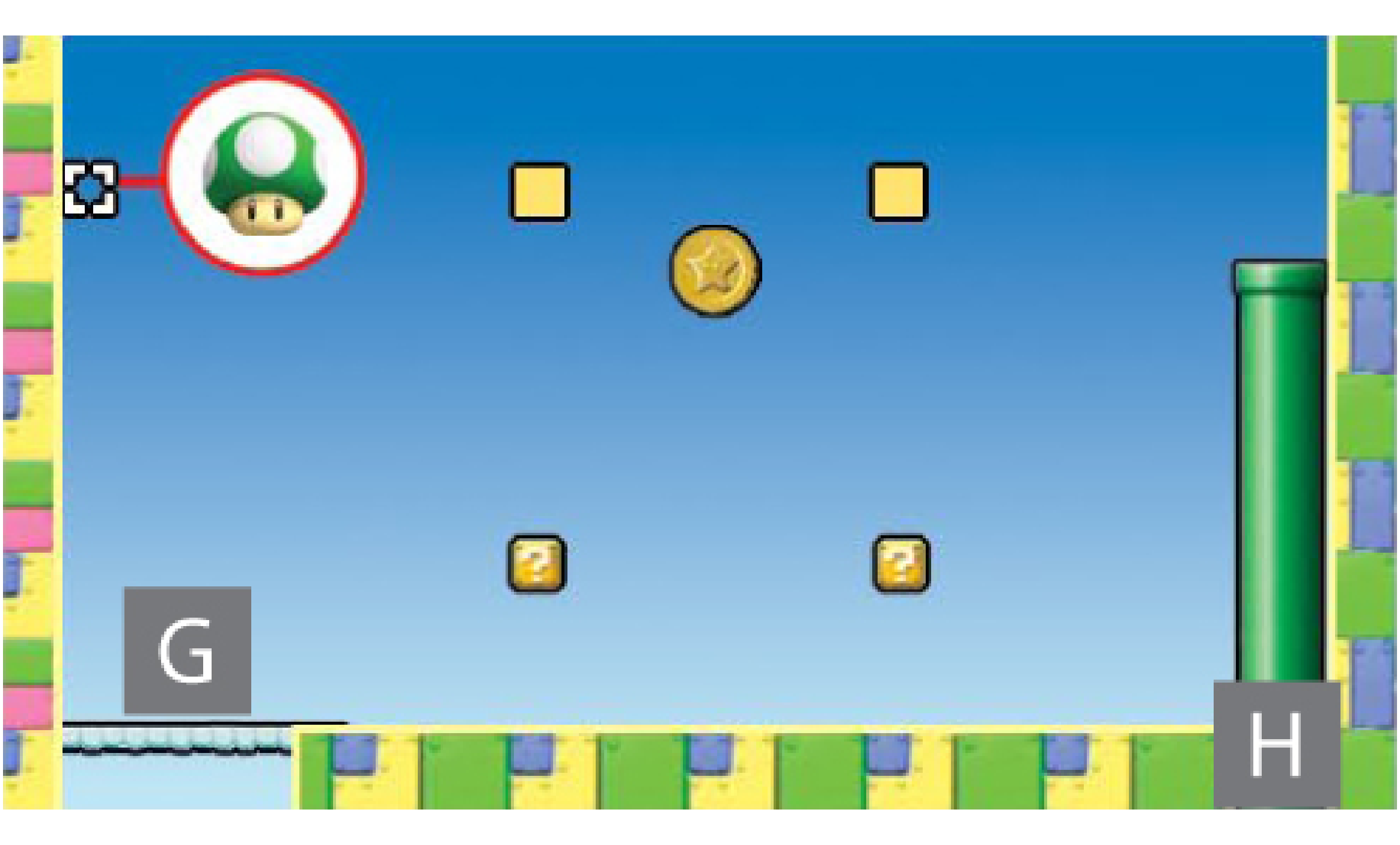


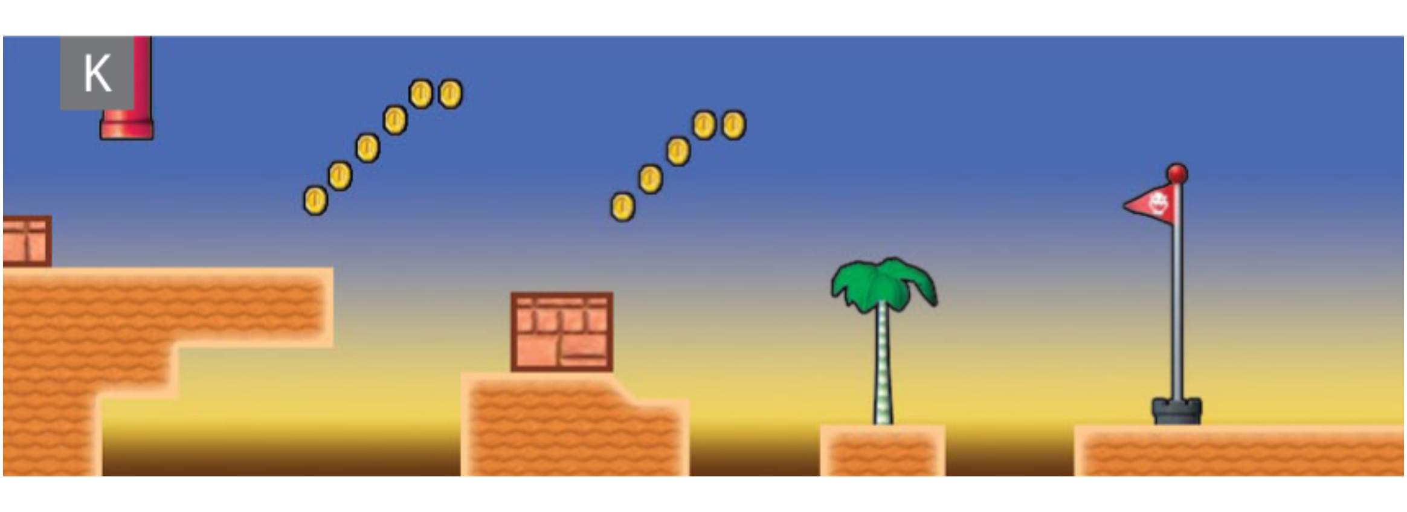


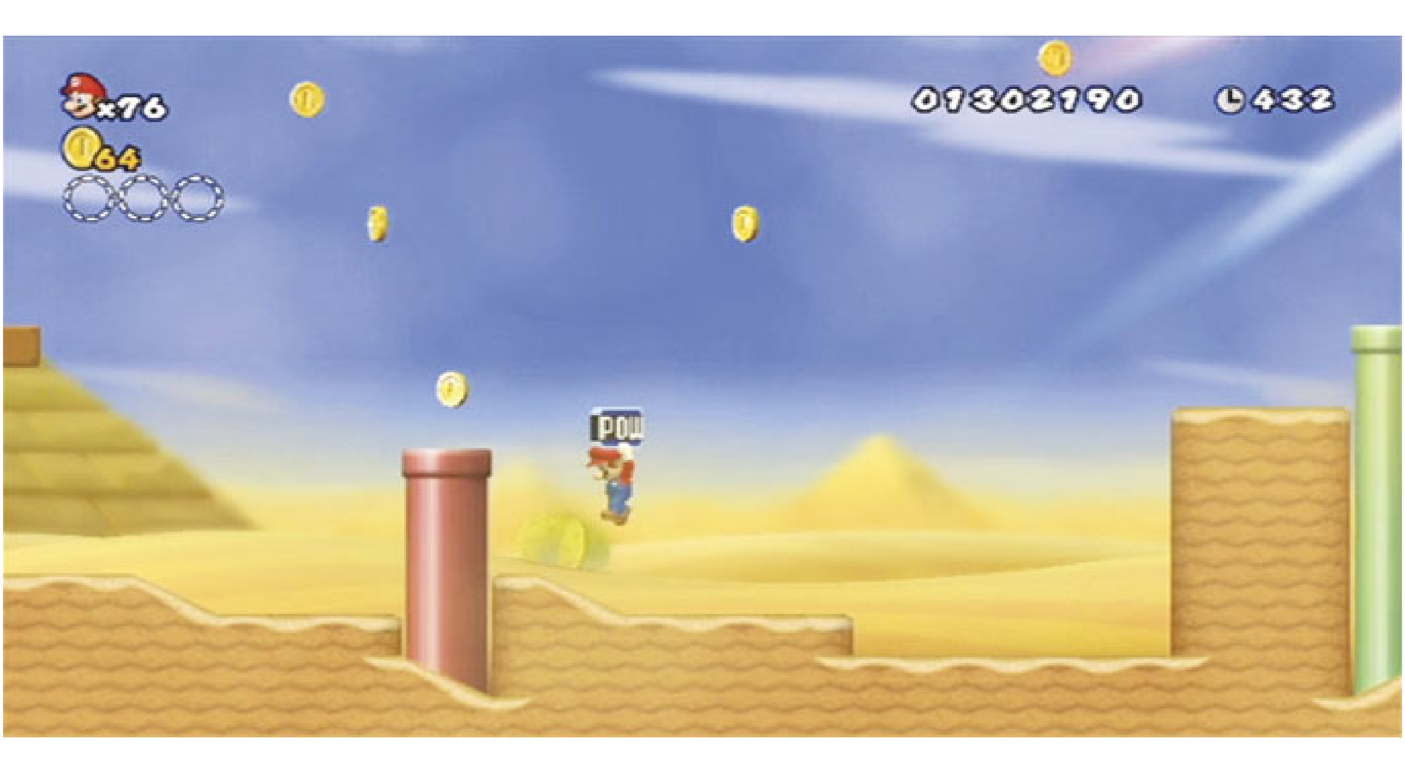










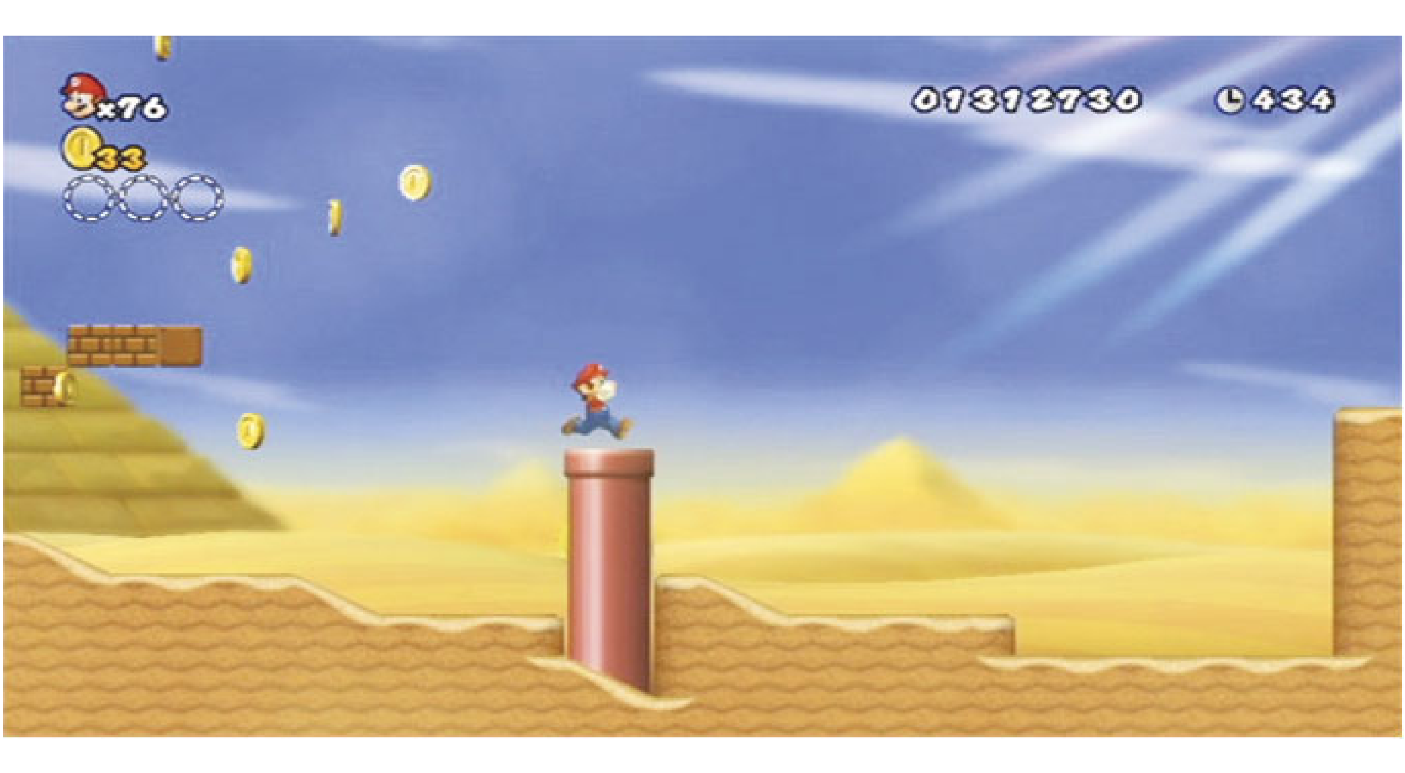


① Grab the POW Block at Point 1 and wait for another gust of wind to blow coins near you. As soon as the coins are overhead, drop the POW Block to force the coins to drop onto the ground.

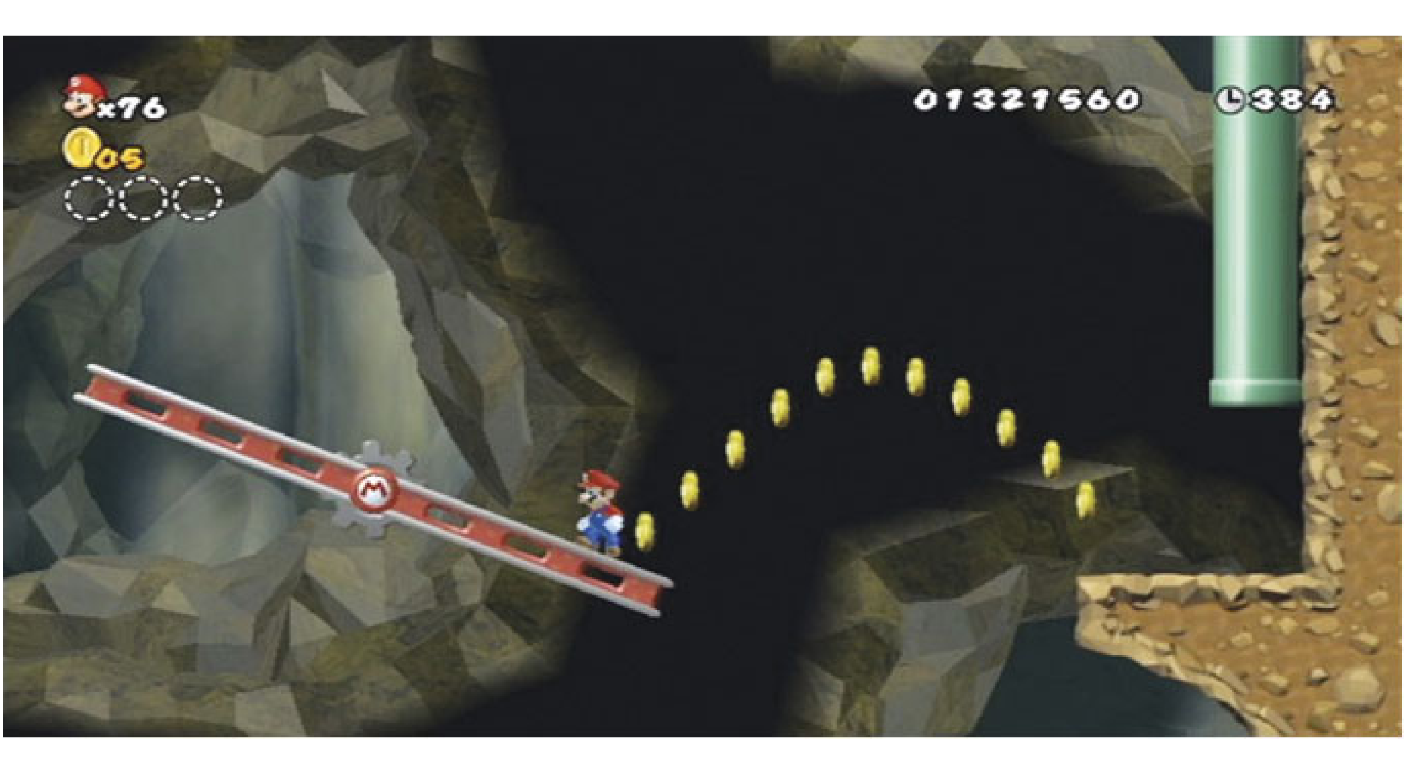
Tip

It is extremely difficult to navigate the level while a gust of wind is blowing. Instead of trying to fight the wind, stand near a small block so that you're not blown away and wait for the wind to subside.

Squatting also prevents Mario from being blown away while on the ground. It might take a bit longer to wait around for the wind to stop blowing, but by doing so you will save yourself a lot of grief.

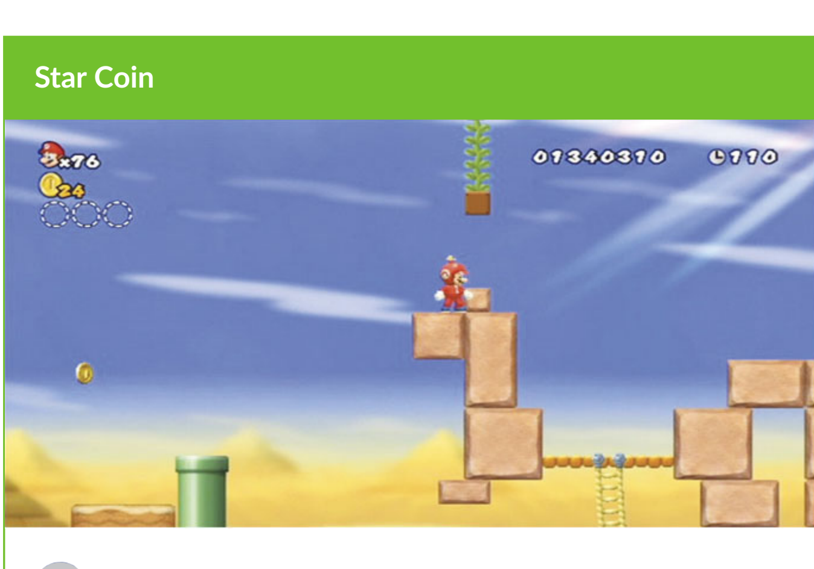


② Go down the red pipe at Point 2 to find a secret, underground cavern with several tilting girders and coins.

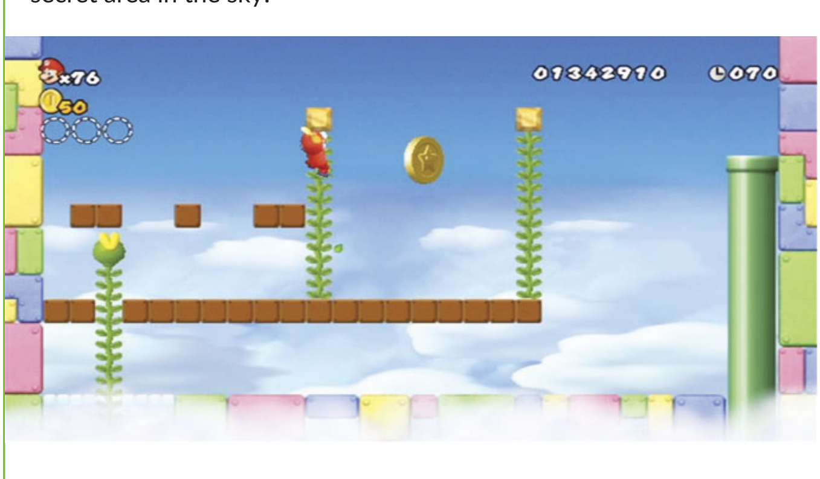


Use the girders to reach all the coins, then take the pipe on the right to exit the cavern.

Star Coin

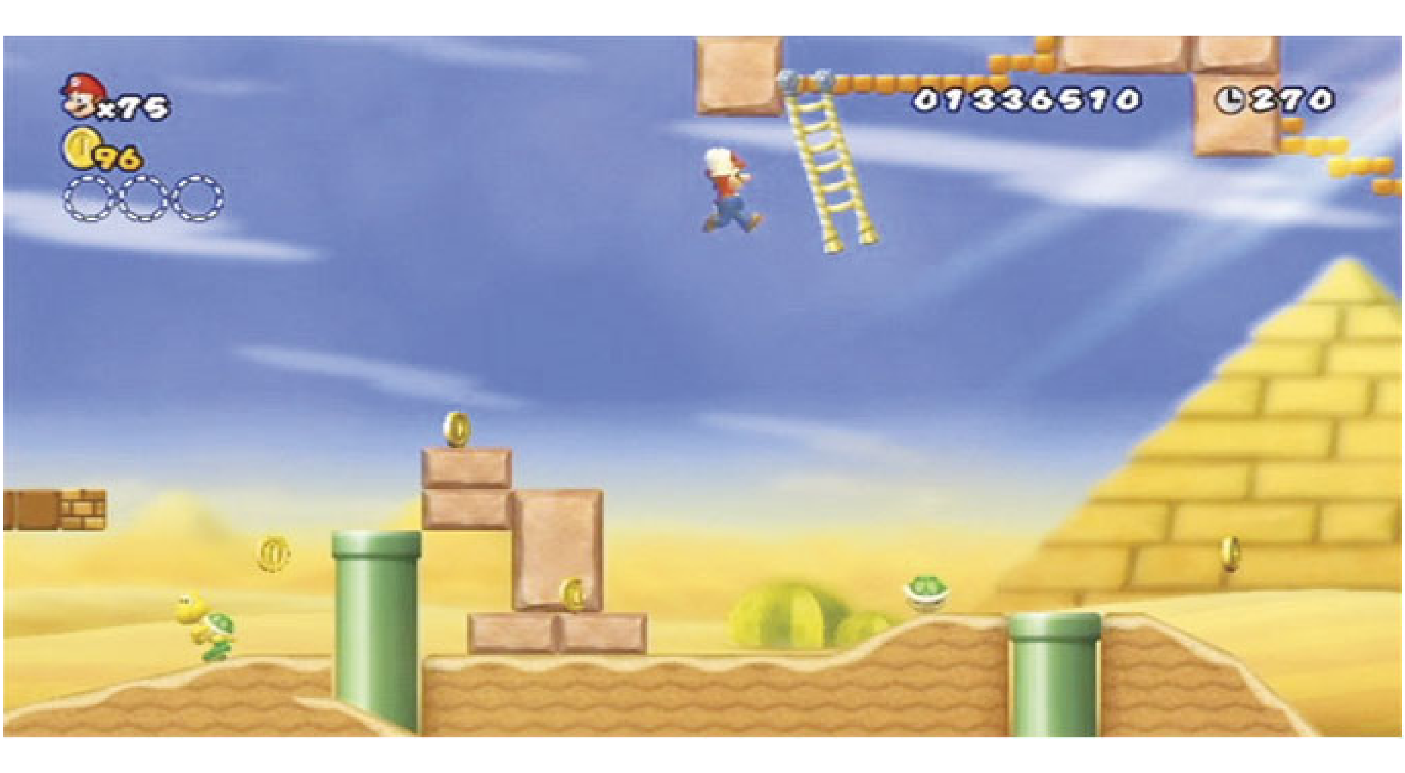


③ Climb the ladder at Point 3, then hit the Invisible Block on the platform's top right. A vine will grow, leading up to a secret area in the sky!

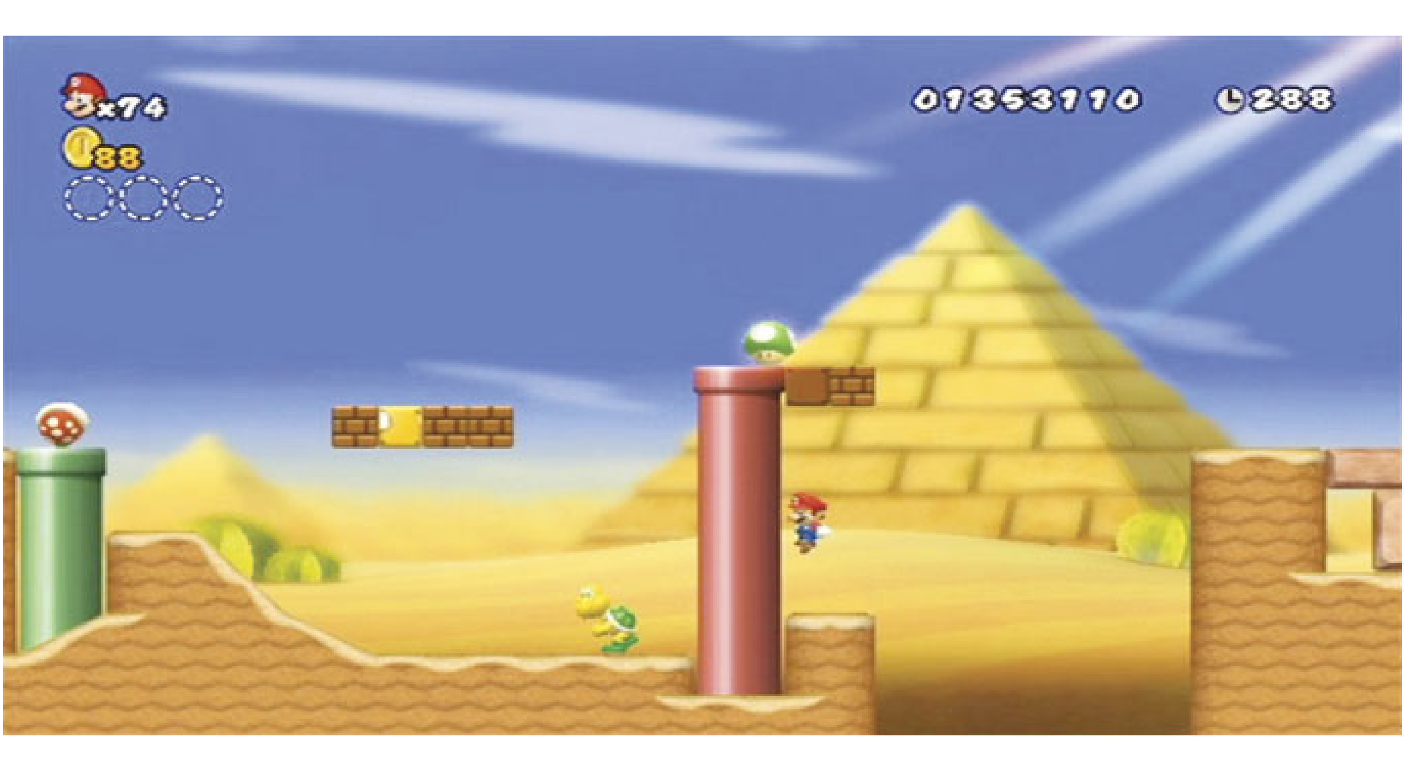


Begin by hitting the two ? Blocks on the right, then keep jumping to reveal a row of Invisible Blocks. Climb up the vine on the left, make a right onto the row of blocks you just revealed, then continue jumping up to reveal another row of Invisible Blocks.

Get them all to collect a lot of coins. Finally, climb one of the two new vines to reach the Star Coin and exit through the pipe on the right.

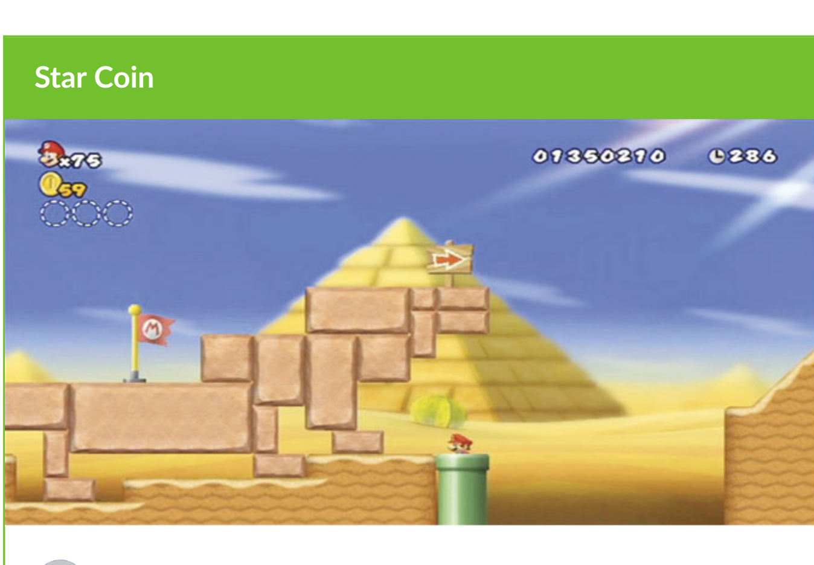


④ Either get a running start and then jump, or Spin-Jump up to the ladder at Point 4 to grab the Propellerhead power-up on the ledge above the ground.

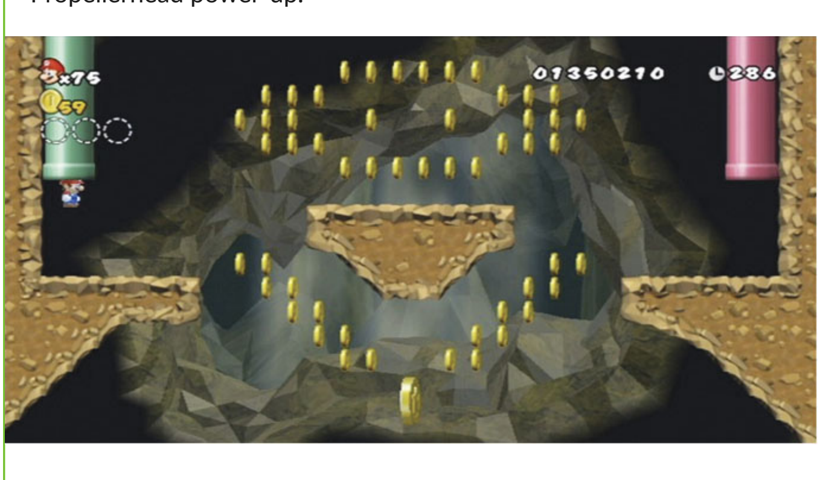


⑤ There's a 1-Up Mushroom hidden inside the Block at Point 5. Grab it before you make a right and pass through the Bowser flag.

Star Coin

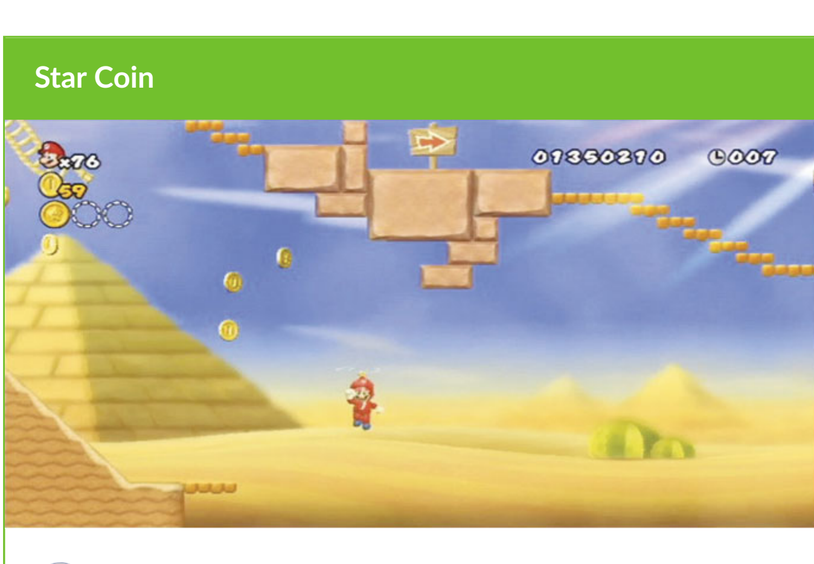


⑥ Go down the pipe at Point 6 to enter a cavern with the second Star Coin. To grab it you must have the Propellerhead power-up.

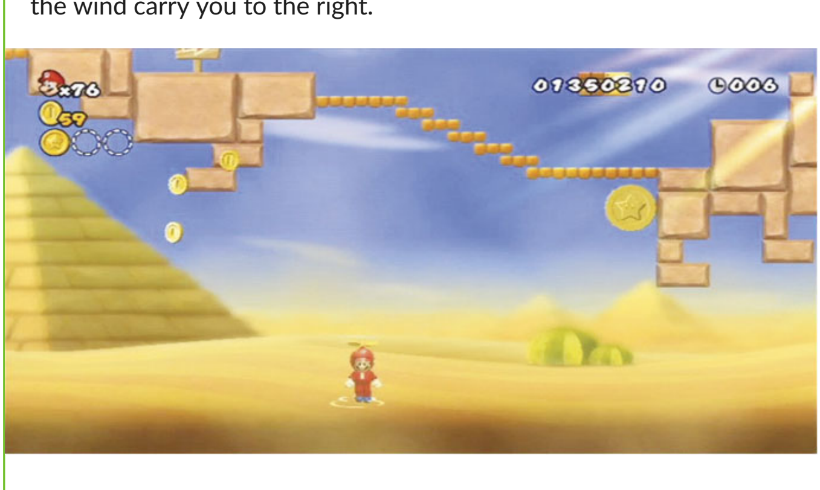


Jump down to grab it, then zoom up to the ledge on the right before you die.

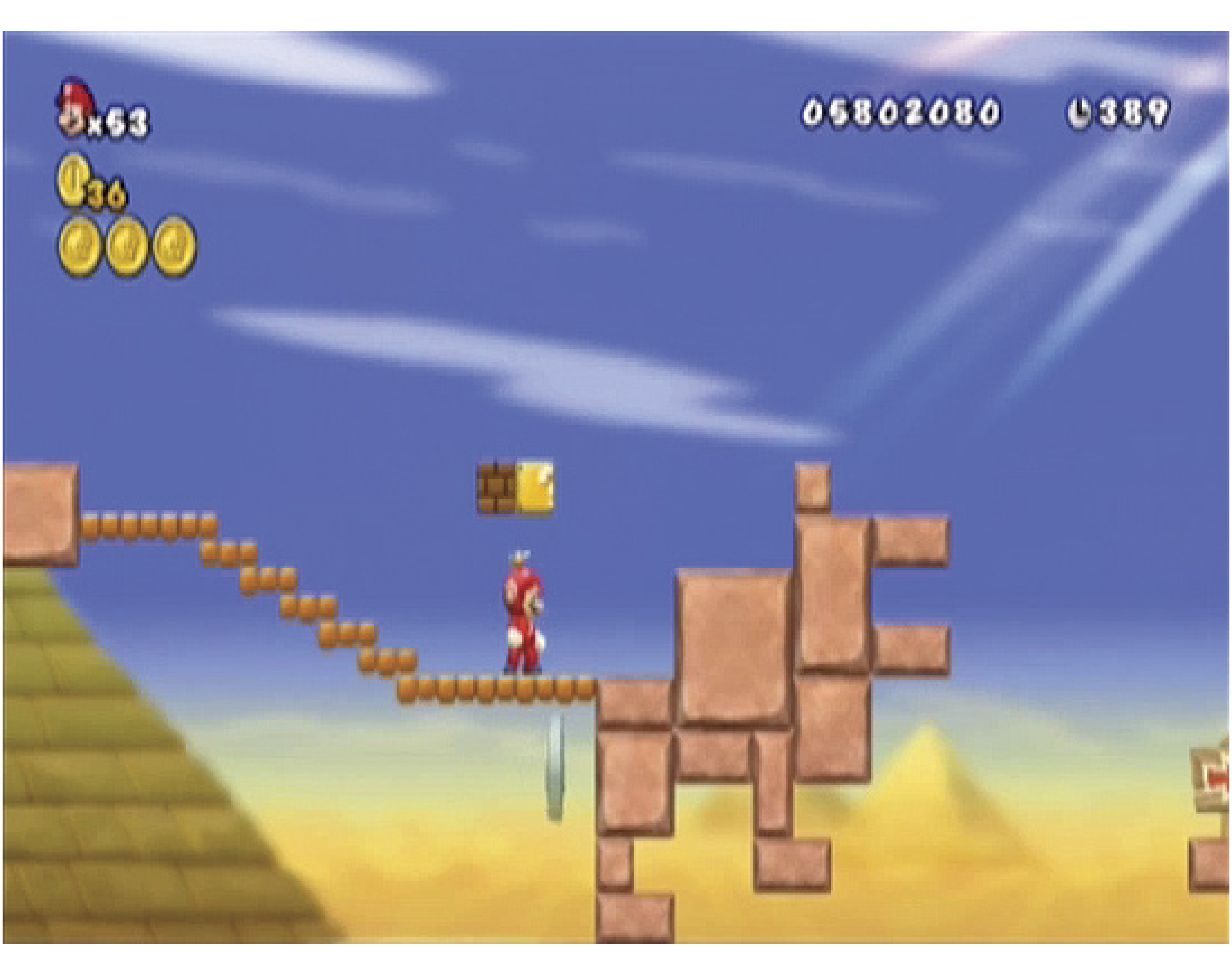
Star Coin



⑦ To grab the final Star Coin jump off the small ledge at Point 7 while you have the Propellerhead power-up and let the wind carry you to the right.

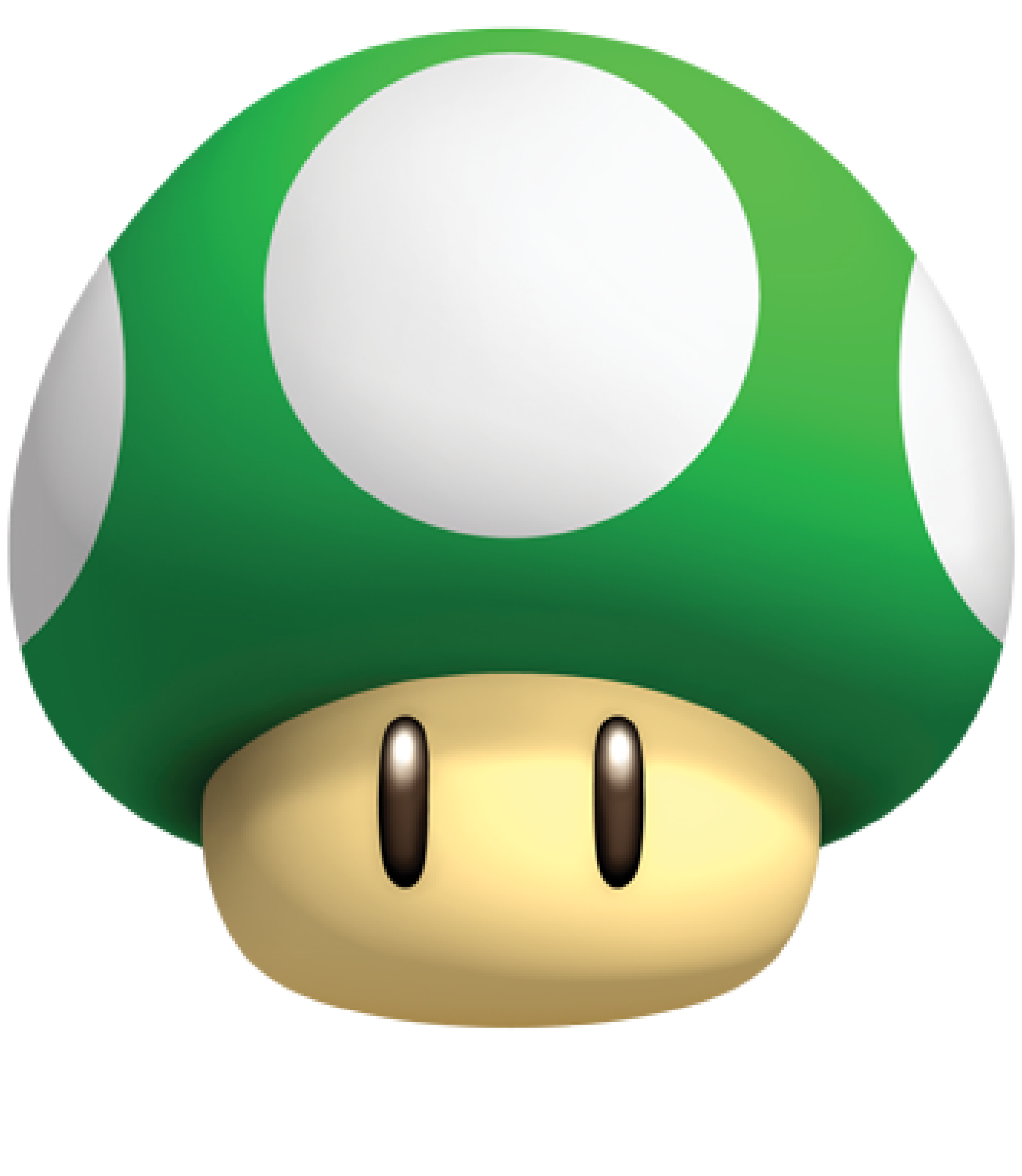


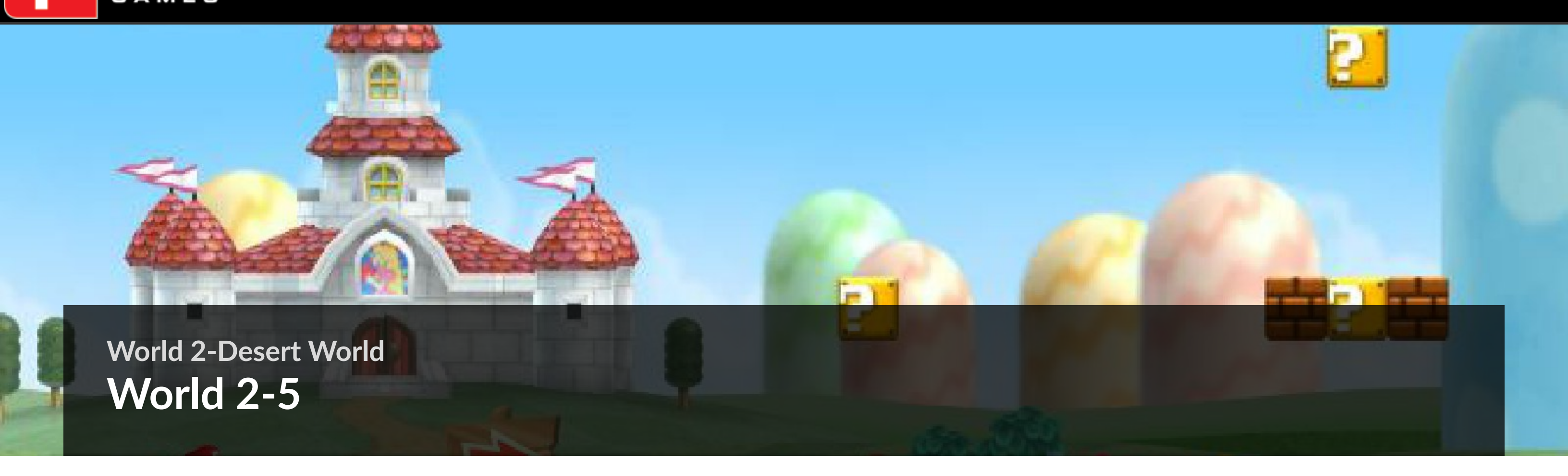
Just as you're about to drop to your death, shake the Wii Remote and zip up toward the Star Coin to grab it! You'll emerge through the ledge overhead and land safely on solid ground.



⑧ There's an alternate exit that is tricky to get to. You must have the Propellerhead power-up to reach it. Set up to the right of Point 7, under two blocks. When the wind begins to blow, Dash and make three jumps, hopping from one platform to another.

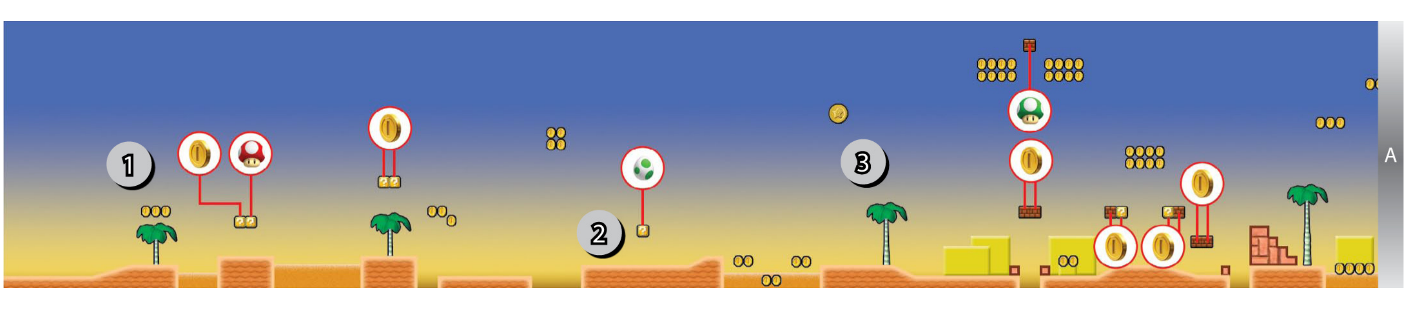
Right after the third jump shake the Wii Remote to start the Propellerhead and fly up and over the stone structure in the sky. Once there, hop up into the red pipe and you'll find the alternate exit!

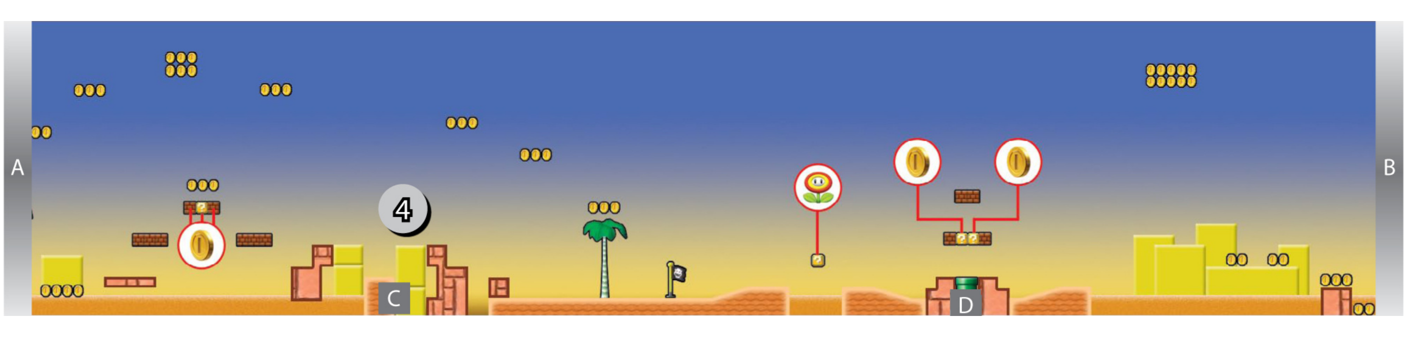


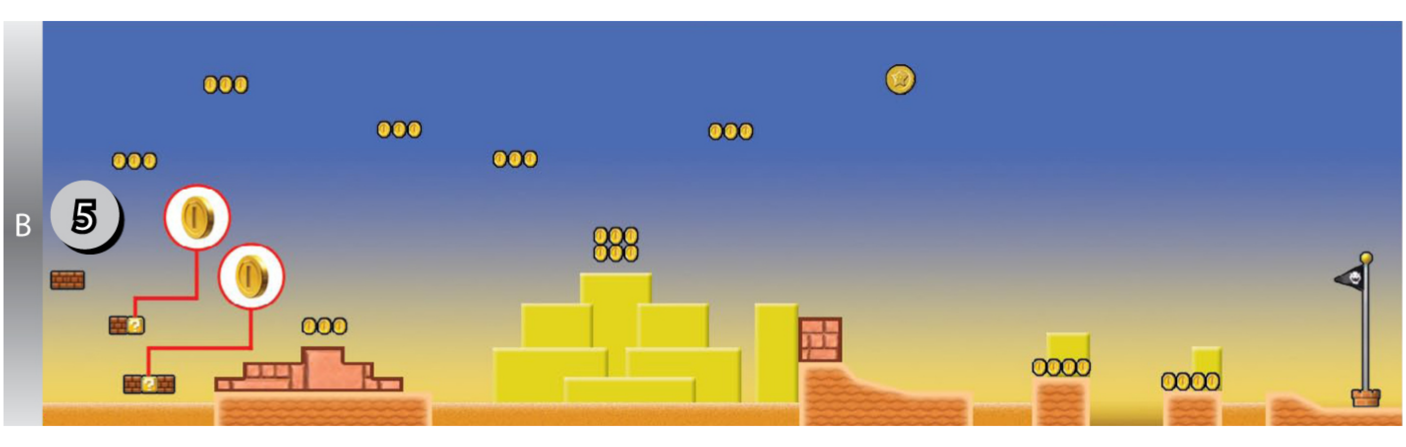


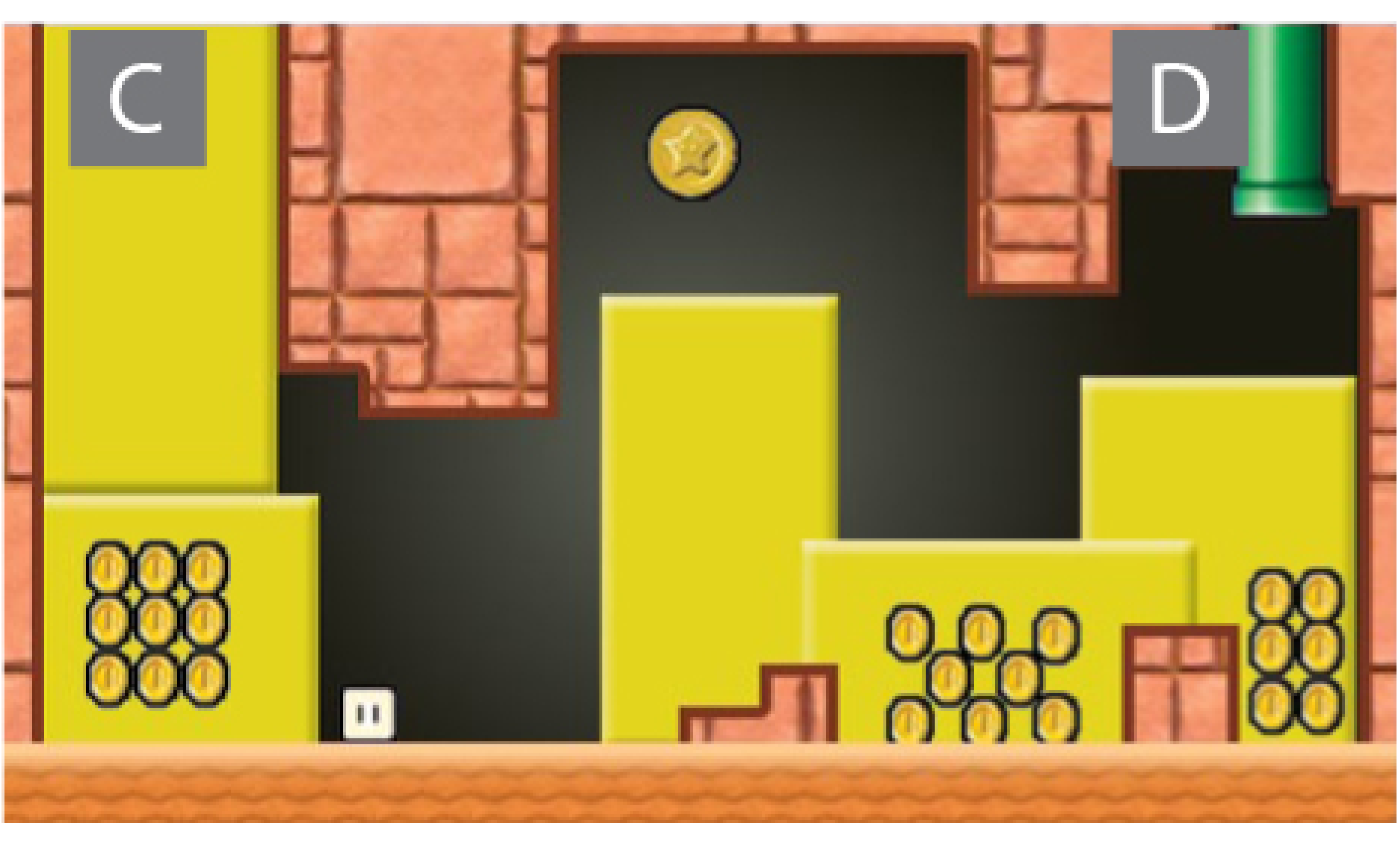
World 2-Desert World

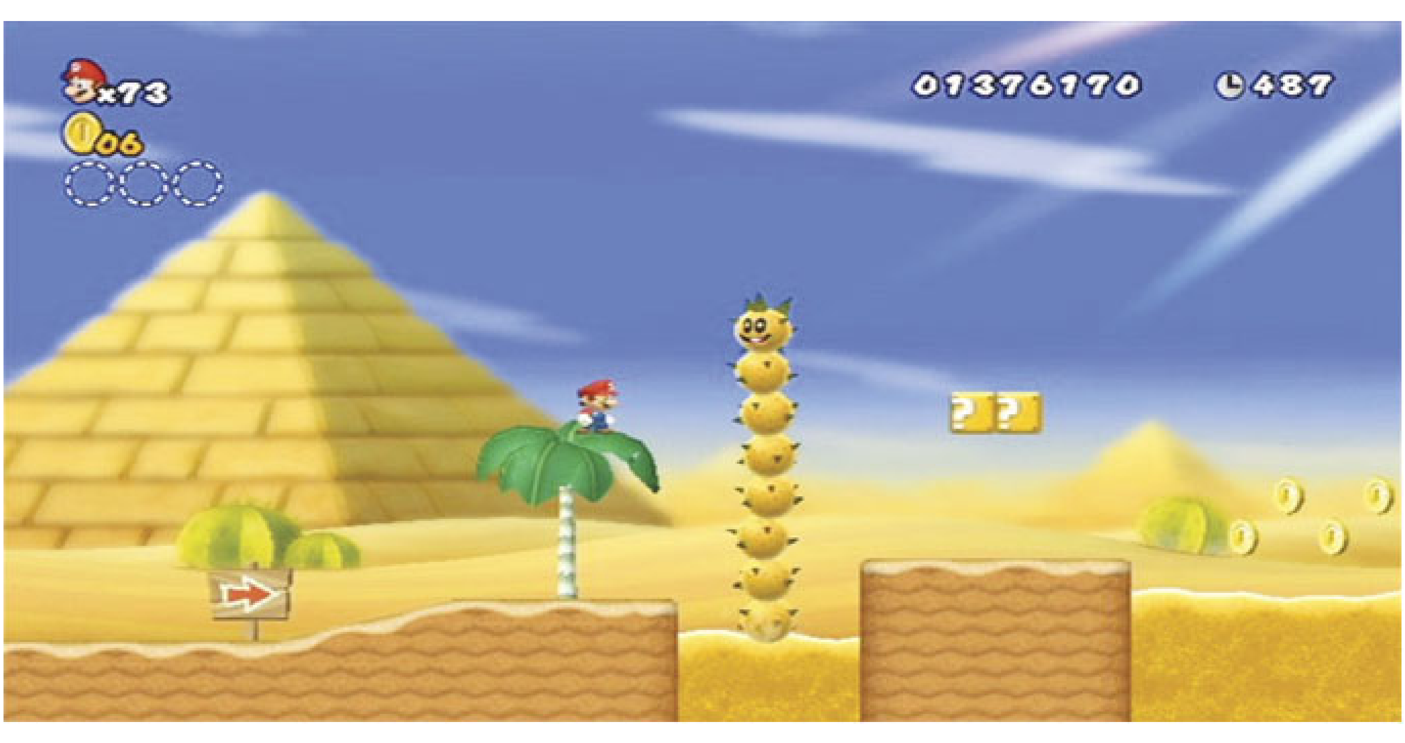
World 2-5



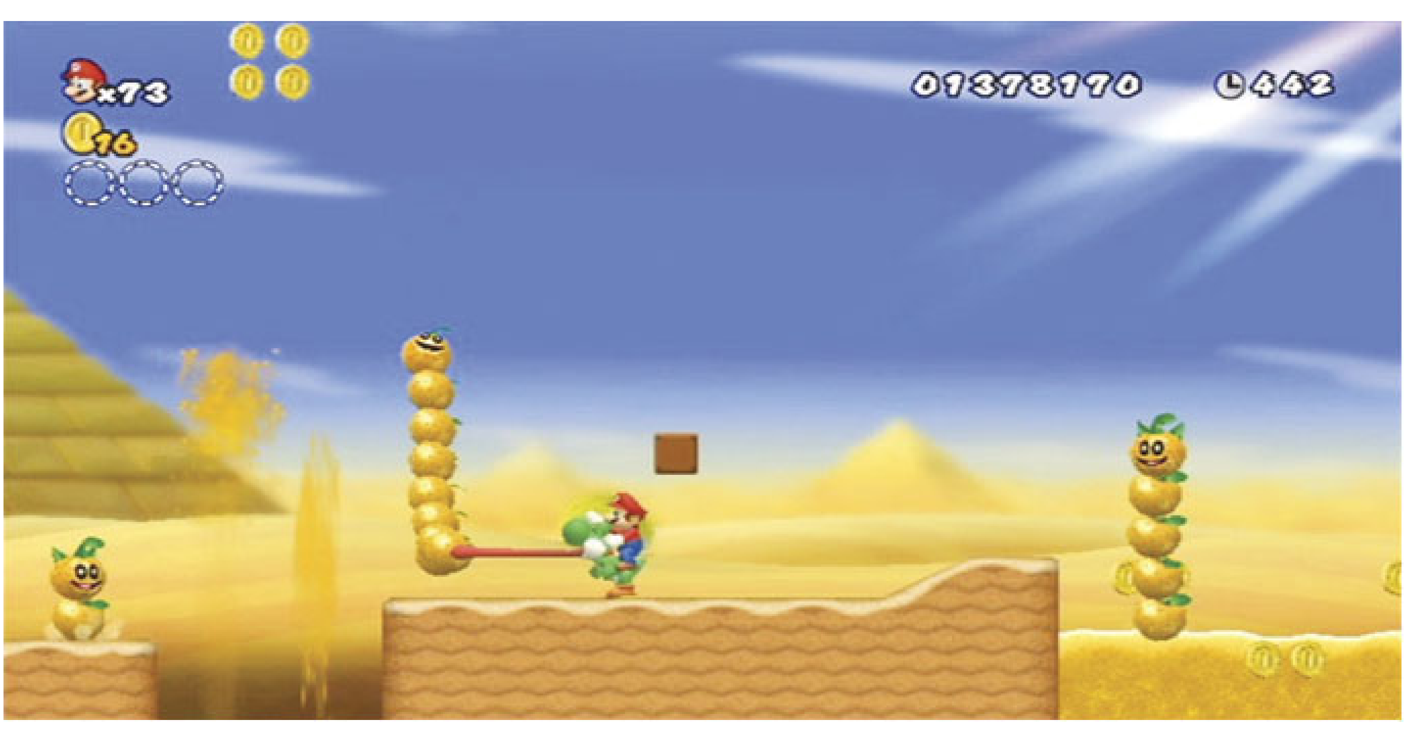








① To jump over the Pokey at the beginning of the level, jump on top of the palm tree and wait for the Pokey to get near you. When it does, Spin-Jump over it to the double ? Blocks on the other side.

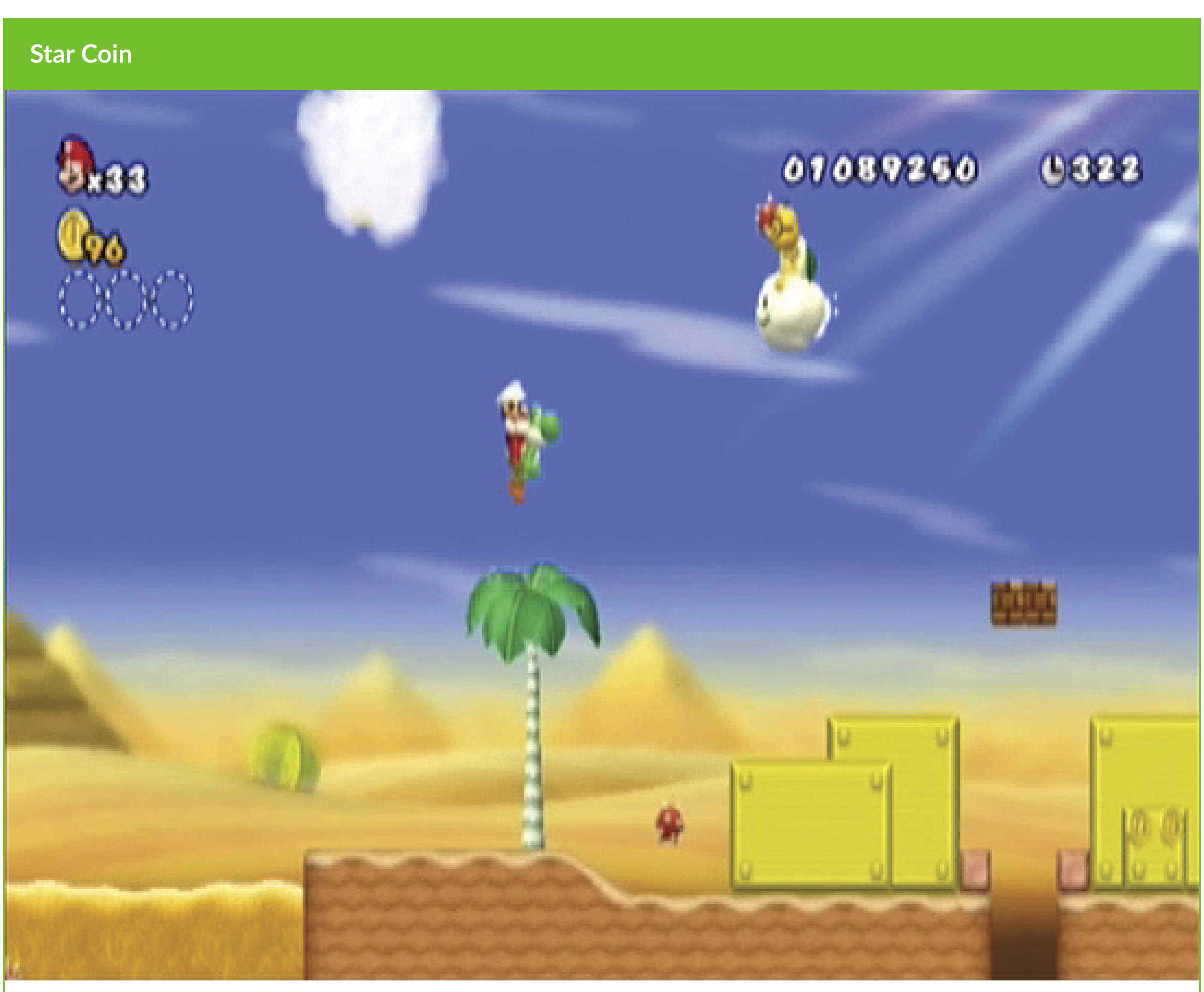


② Grab Yoshi from the ? Block at Point 2 to gobble up all the Pokeys in your way!

Tip

Yoshi can devour a Pokey either ball by ball, or all at once. If he snatches a ball from the center of the Pokey, the Pokey will simply shrink in size. If Yoshi eats any part of the Pokey when they turn into oranges, it'll eat it all at once and produce an egg with a power-up, 1-Up Mushroom, or coins. If Yoshi eats just the Pokey's head, it won't eat all of the enemy, but the rest of the Pokey will fall apart.

Star Coin

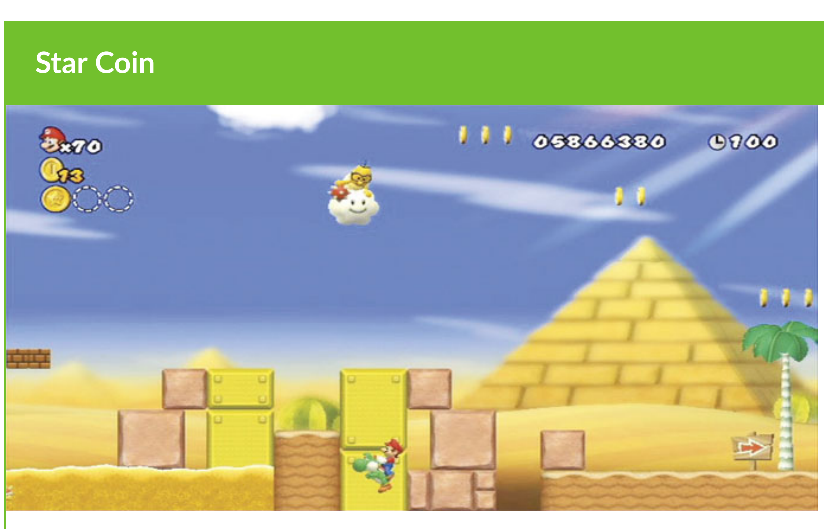


③ While on Yoshi, flutter jump up from Point 3 to grab the Star Coin hidden inside the small cloud.

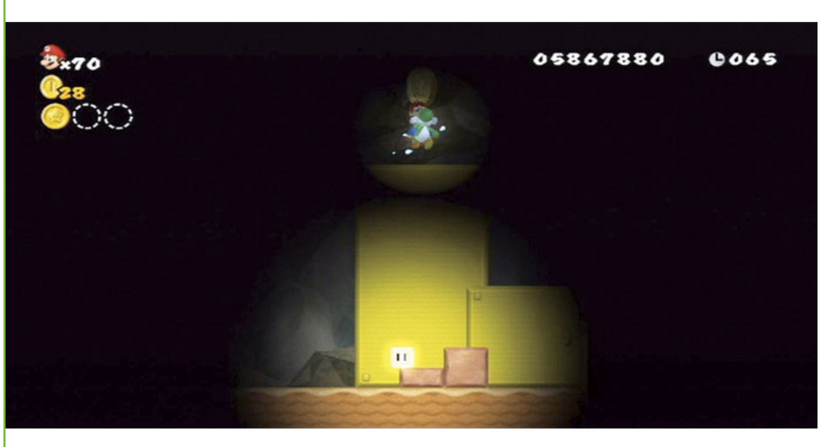
Caution

Watch out for Lakitu! He appears at Point 3 just in time to interfere with you as you try to get the first Star Coin!

Star Coin

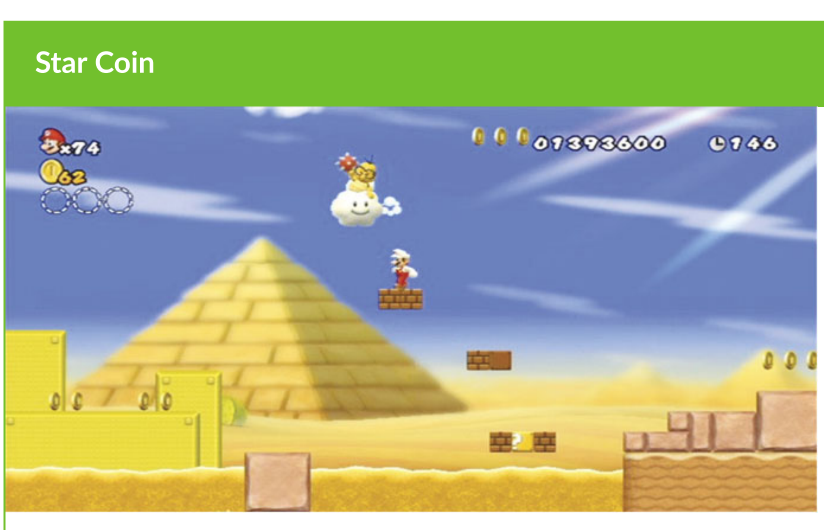


④ Rather than pass over the Piranha Plant at Point 4, prune it with a Spiny or eat it with Yoshi. This will allow you to drop down to where it was planted, then walk to the right into the small niche to the right of the yellow rectangles and the large rectangular boulders.

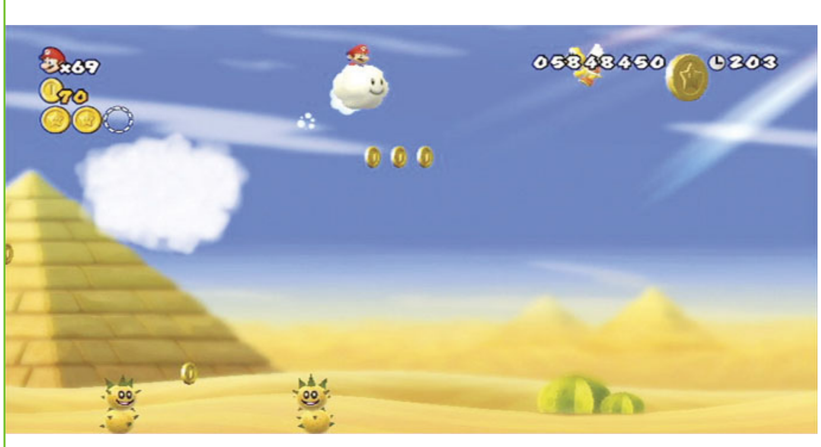


Walk to the left to drop down into a secret area hidden at the base of the yellow rectangle.

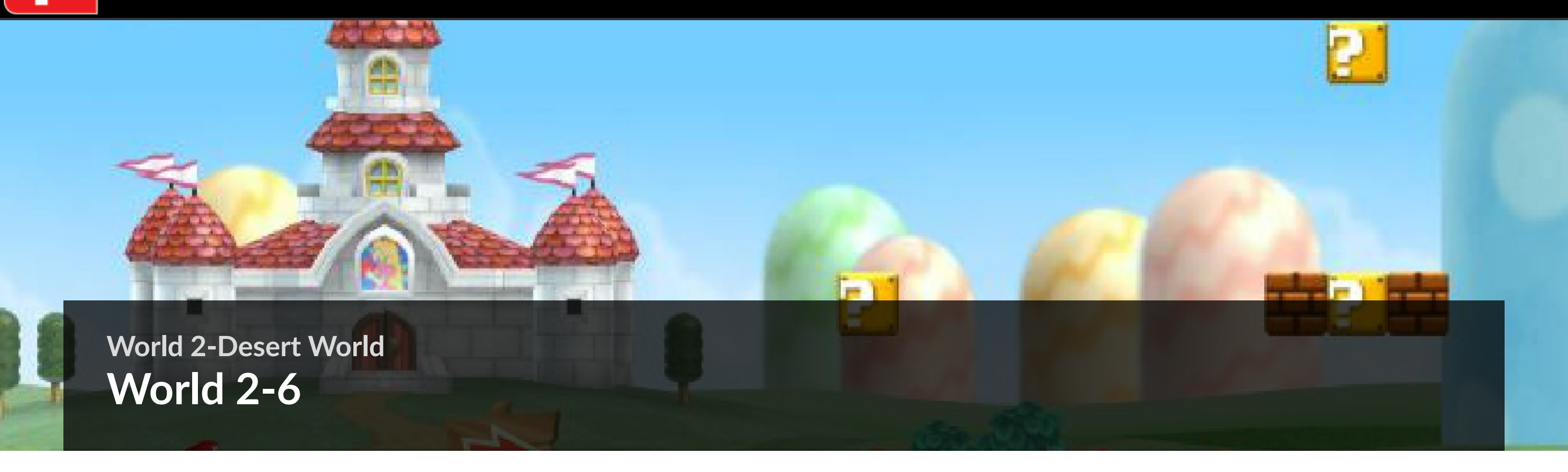
Star Coin



⑤ To reach the final Star Coin, hijack the Lakitu's cloud at Point 5. Climb onto the row of Blocks here, then use a fireball or Yoshi to take out Lakitu.

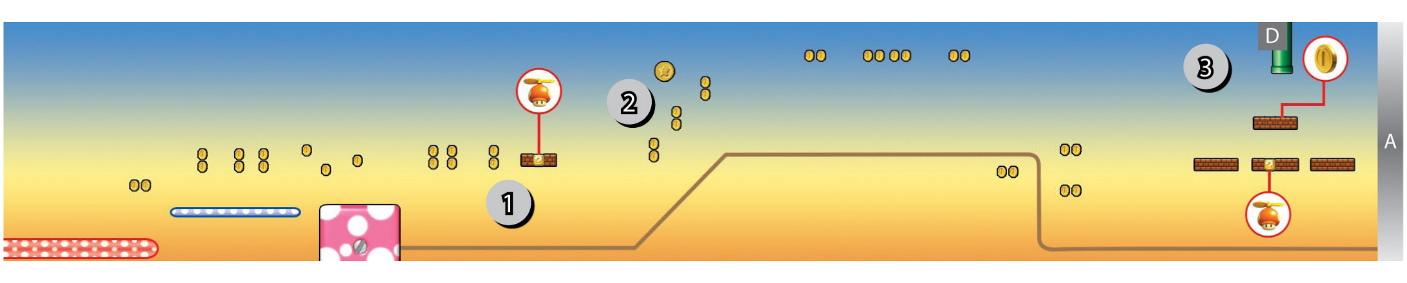


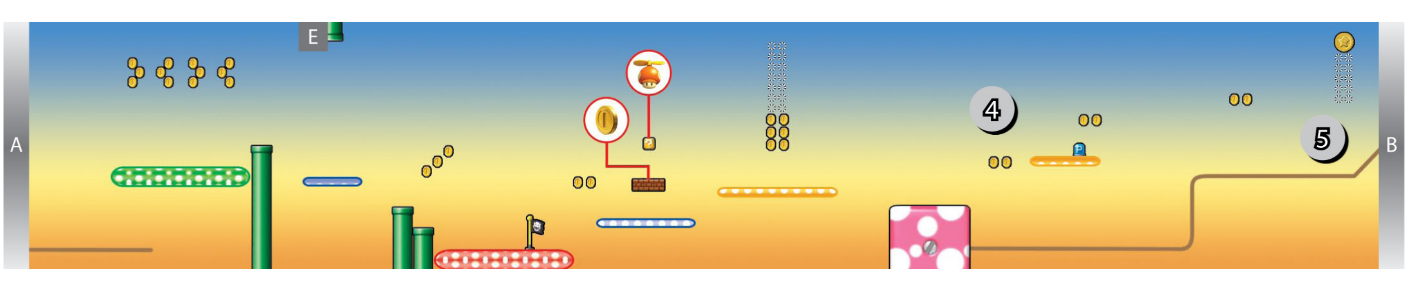
Jump into his cloud, then ride it to the right, high above the ground to the next Star Coin.

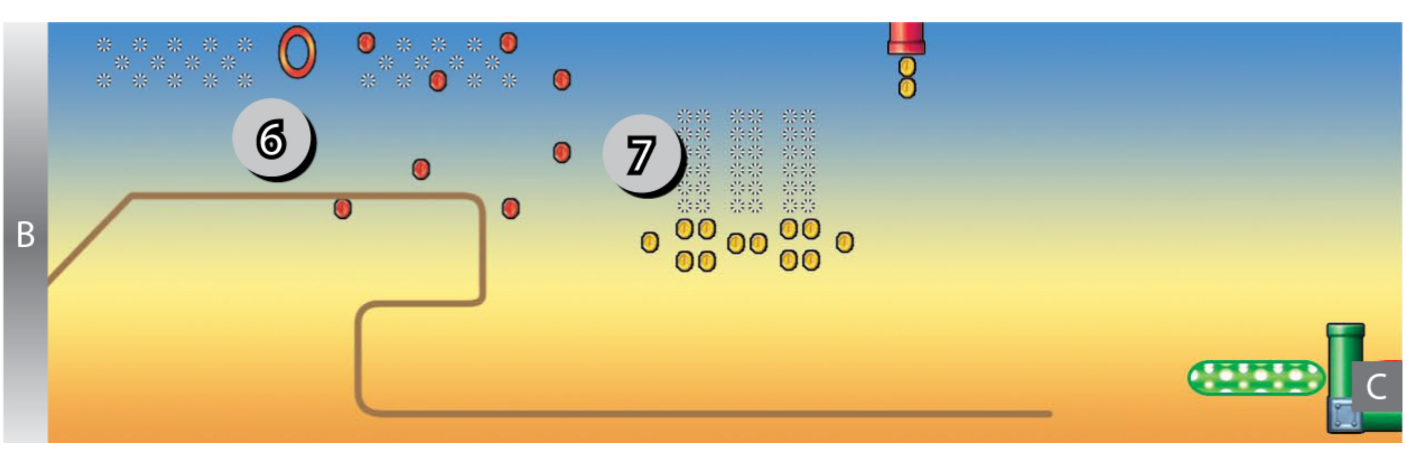


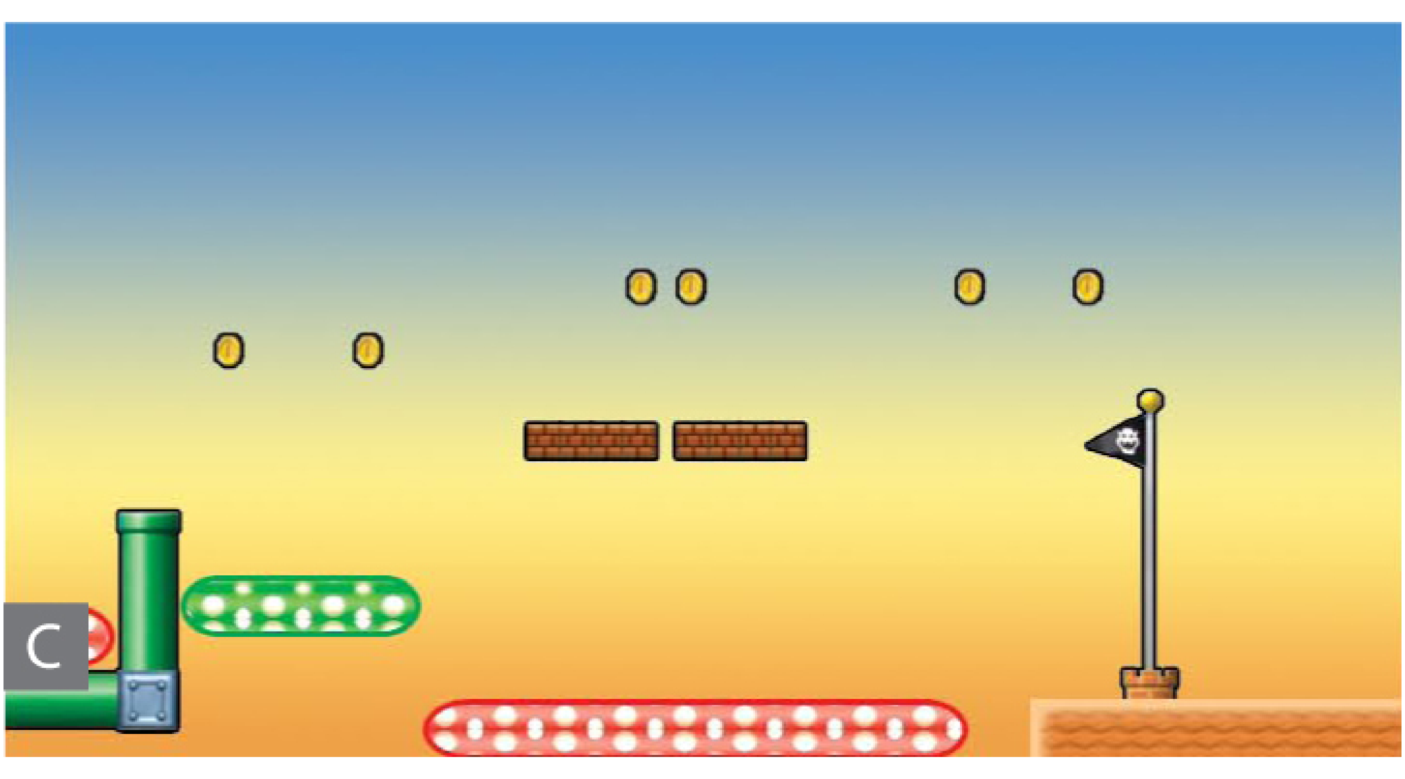
World 2-Desert World

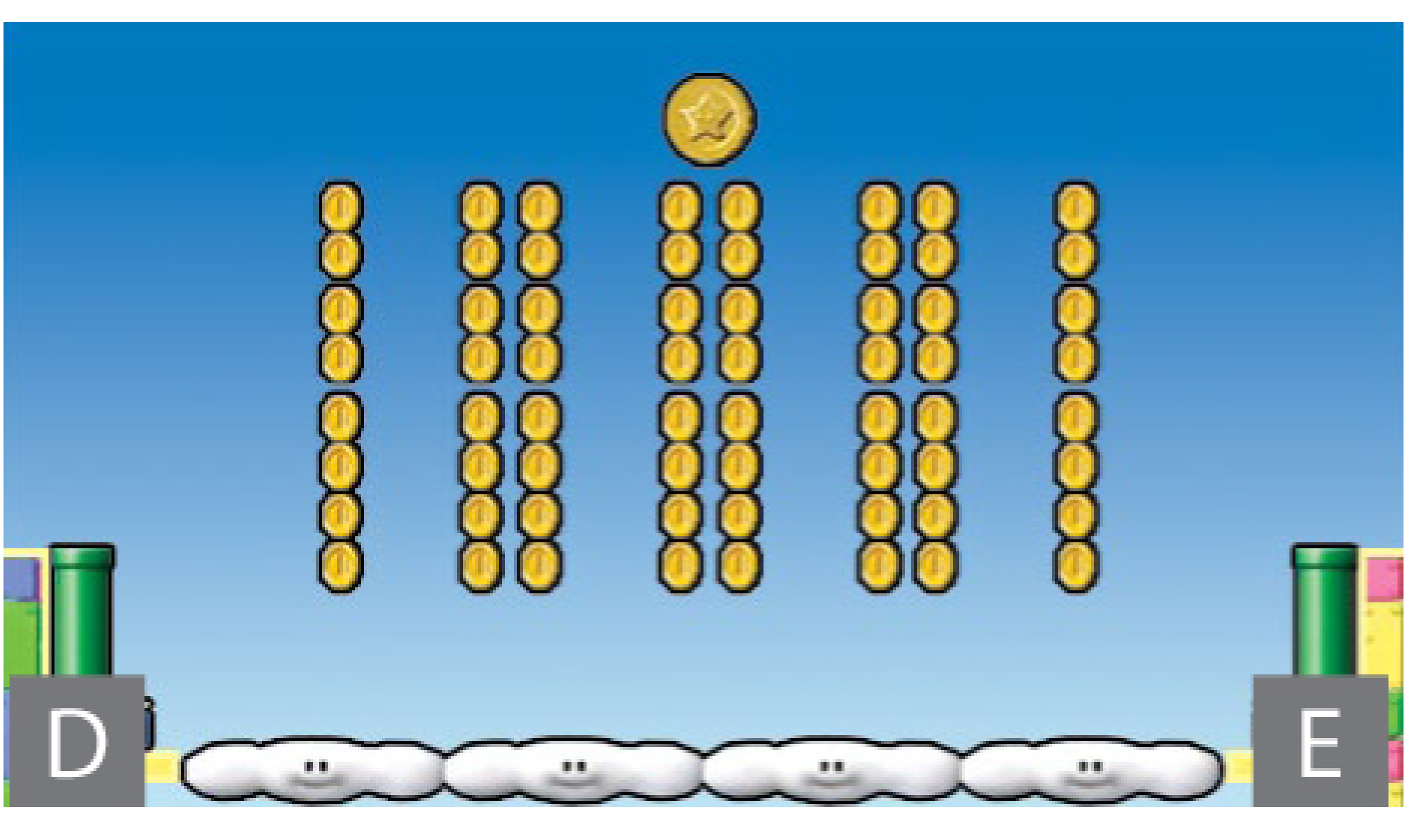
World 2-6

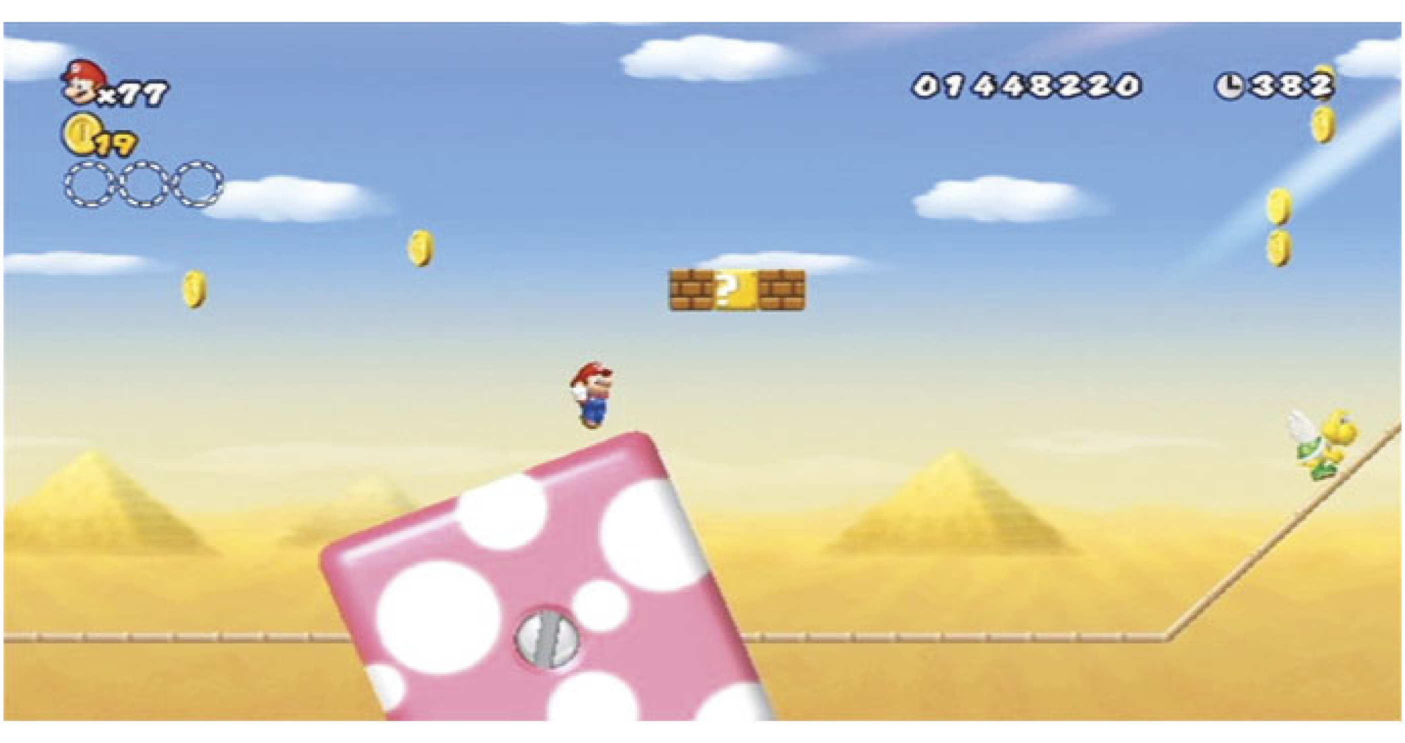






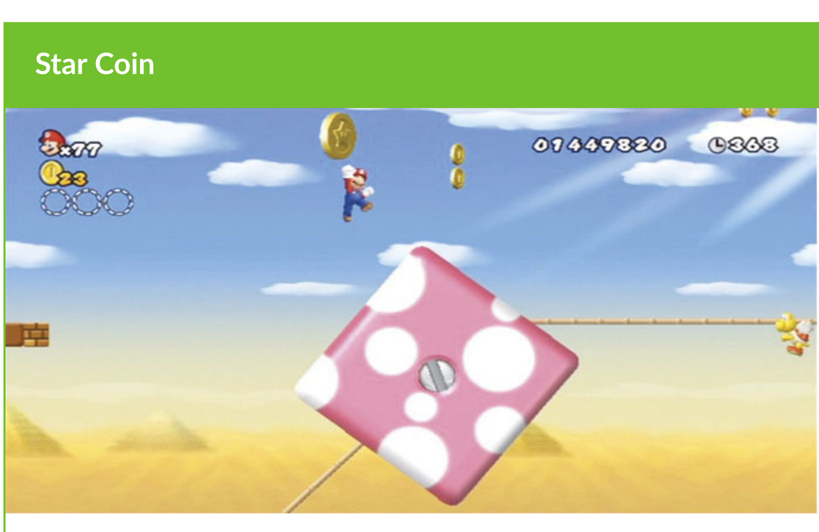






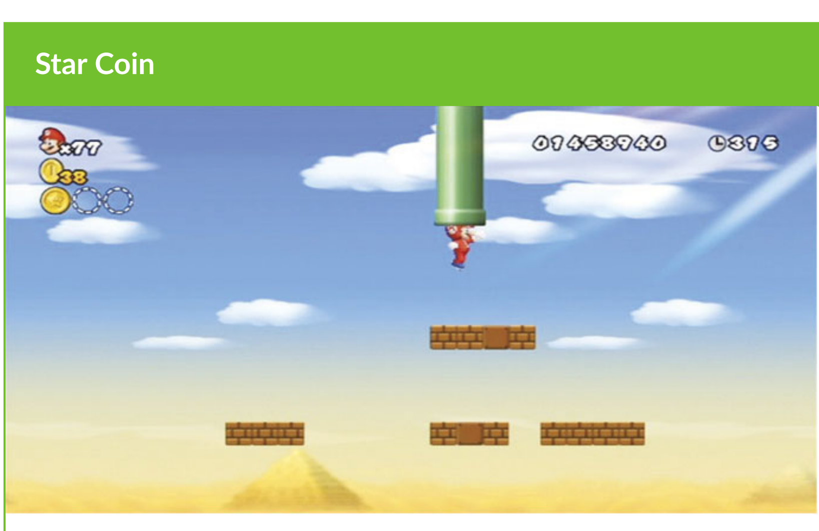
① Hop onto the pink polka-dot square at Point 1 and begin riding it right, across the level. Carefully stay near the right of the square as it rotates left and nearly pushes you up. Mario can hold on for a long time before slipping off the surface, but don't push it. As soon as one of the square's corners is pointing to the sky, jump to the other side to keep from falling off.

Star Coin

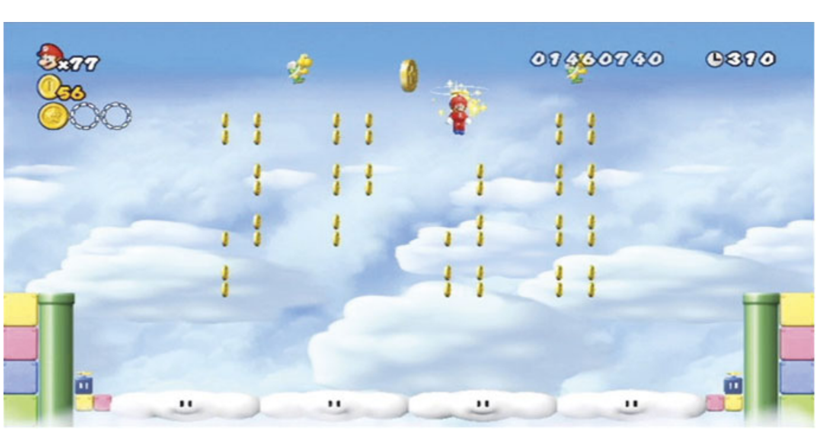


② The first Star Coin appears very early in the level. Just as the square is finished going up the incline, wait for the corner to point to the sky, then jump off the right side of the square to reach the Star Coin. If you have a Propellerhead power-up, grabbing this Star Coin is as easy as zipping upward as the square travels along the rail.

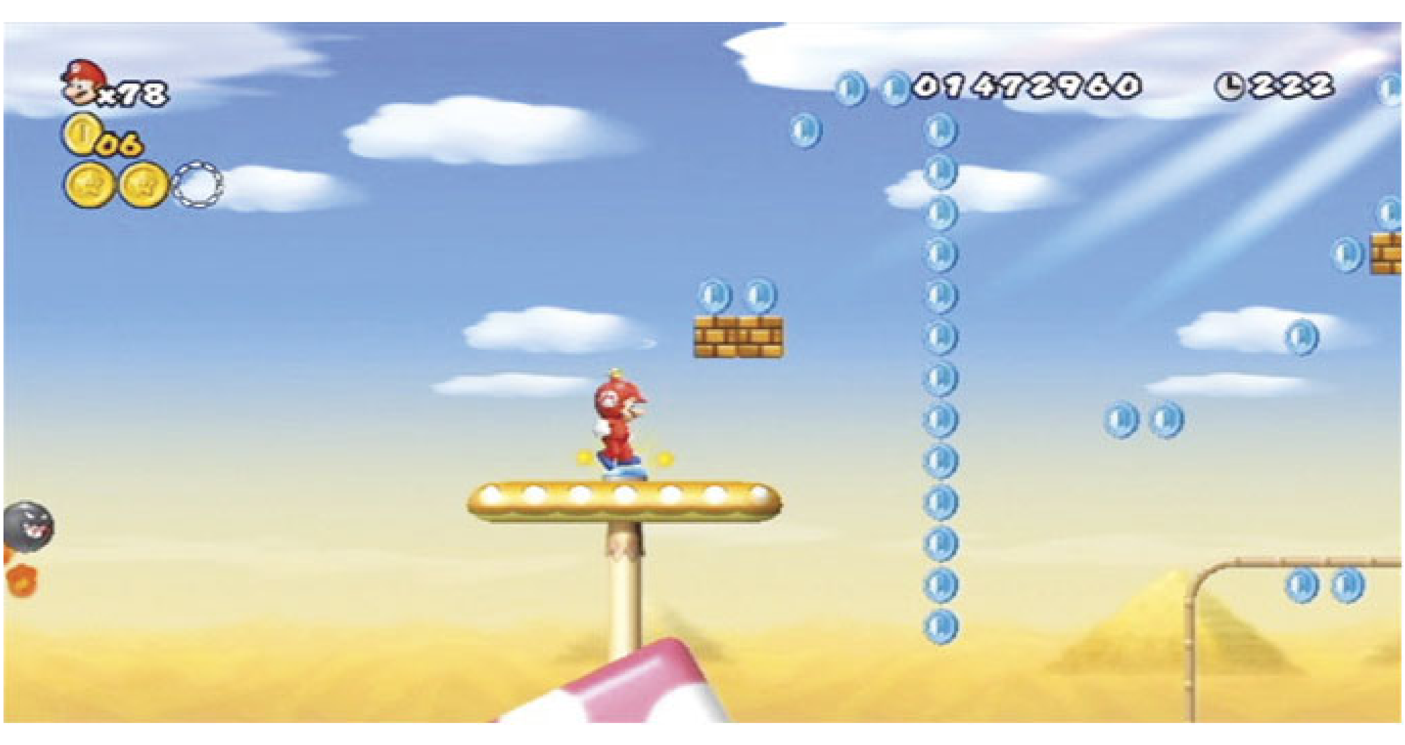
Star Coin



③ The Blocks under this pipe are moving and make it tricky to jump up into the Star Coin area.

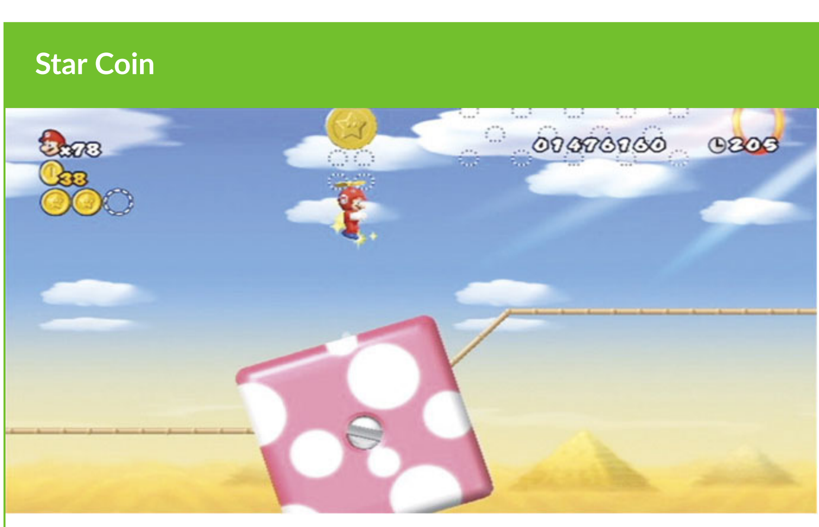


Once there, use a Propeller Block (if you don't have the Propellerhead power-up) to grab the Star Coin.



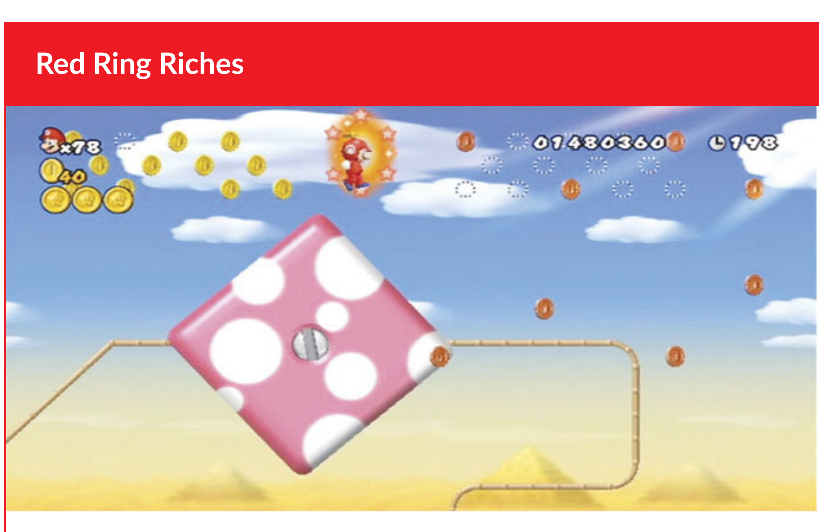
④ Hit the P Switch to reveal a bunch of blue coins. Gather as many as you can.

Star Coin

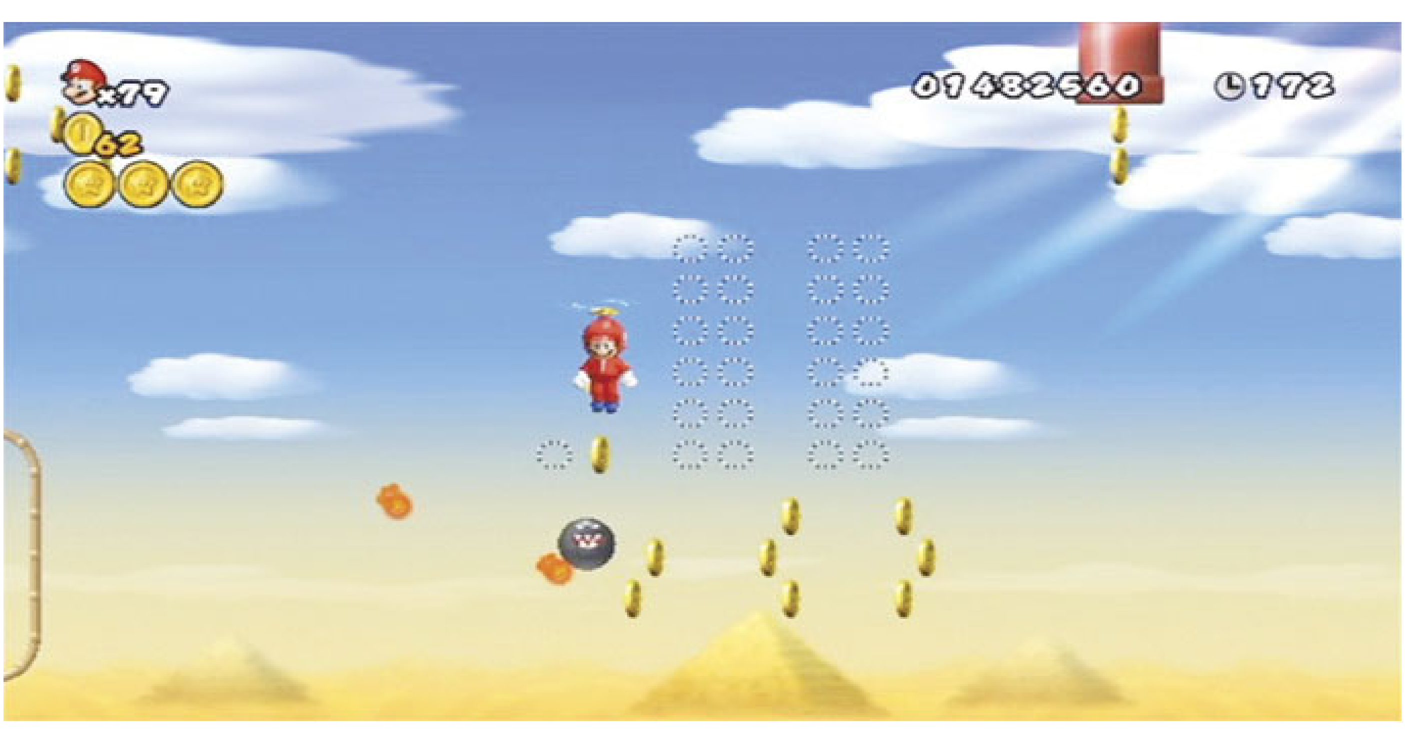


⑤ The final Star Coin is floating in Point 5. To grab it, do the same thing you did to grab the first Star Coin: ride the rotating square up the incline, then jump up to grab the Star Coin as the square's corner hits its apex.

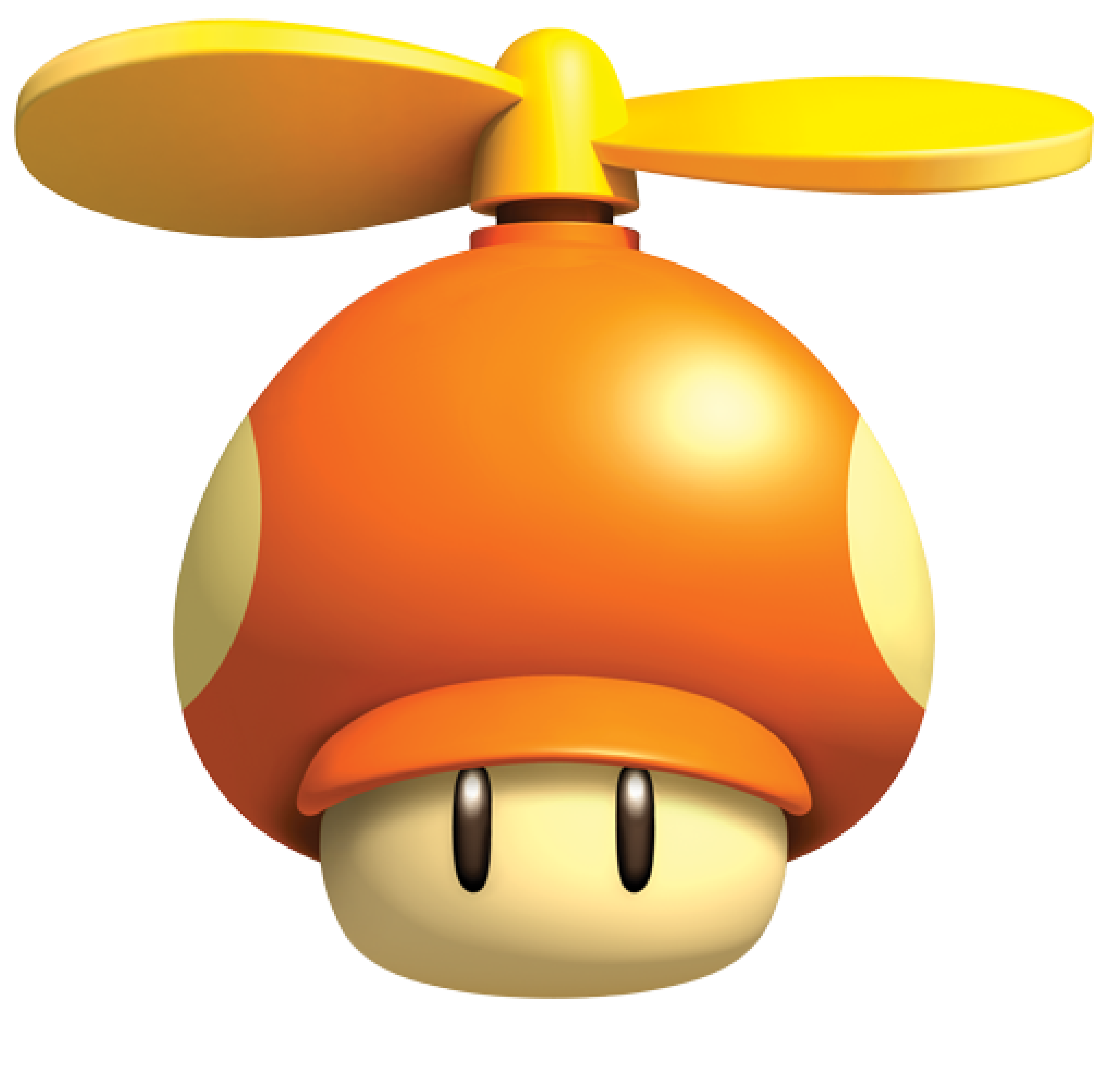
Red Ring Riches

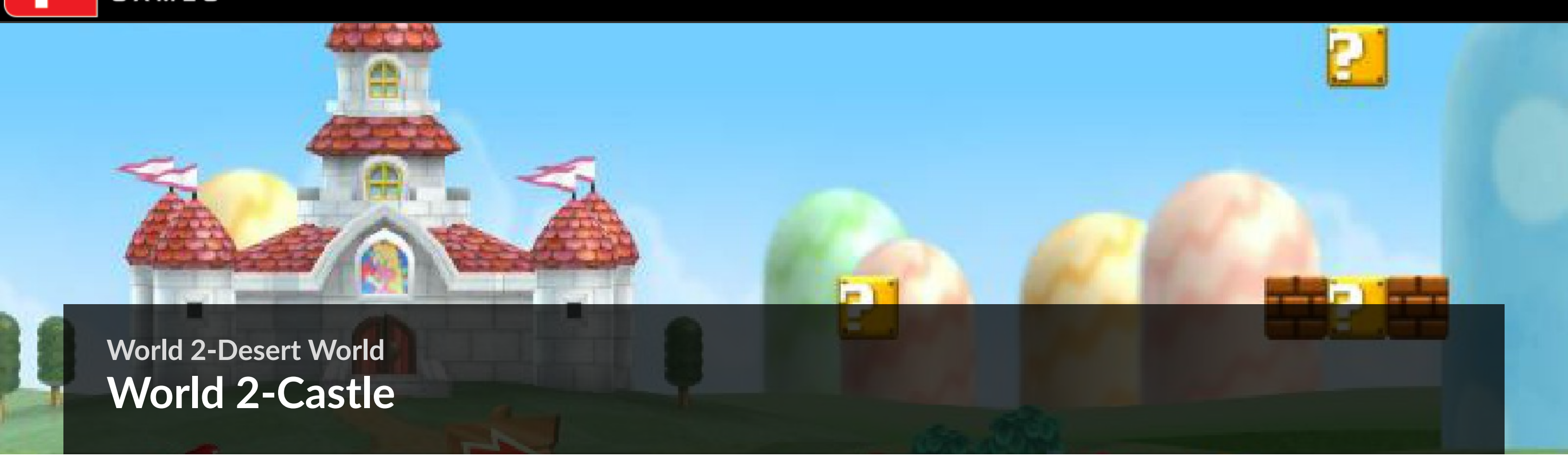


⑥ The Red Ring is just to the right of the final Star Coin. Jump up to activate the red coins, then ride the square right toward them. As the square begins to go down the rail, jump up and grab all eight red coins.



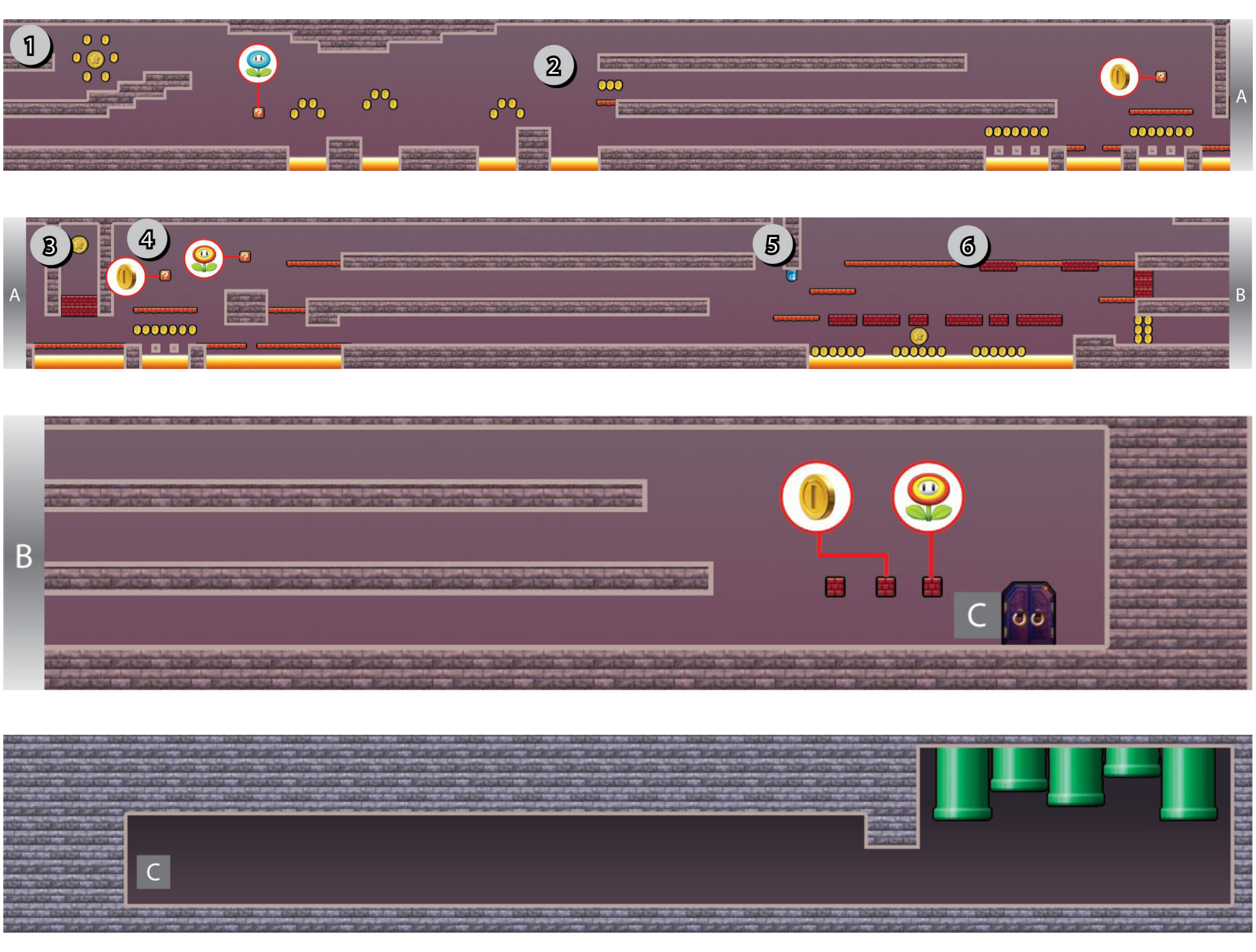
⑦ At Point 7 there is a red pipe high above the rail. Use the Propellerhead power-up to zip into the air. Then, just as you're about to drop back down, bounce off the Flame Chomp and into the pipe. This leads to an alternate ending to the level, which unlocks the path to the World 2 Cannon!



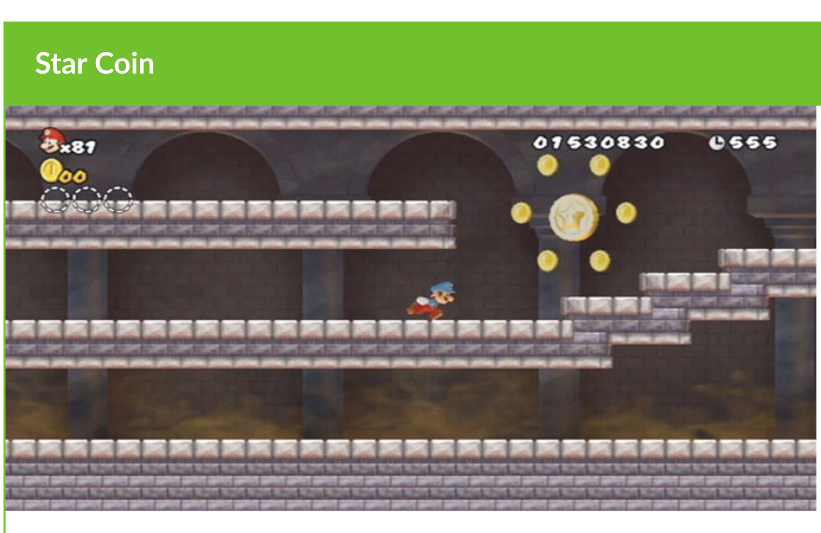


World 2-Desert World

World 2-Castle



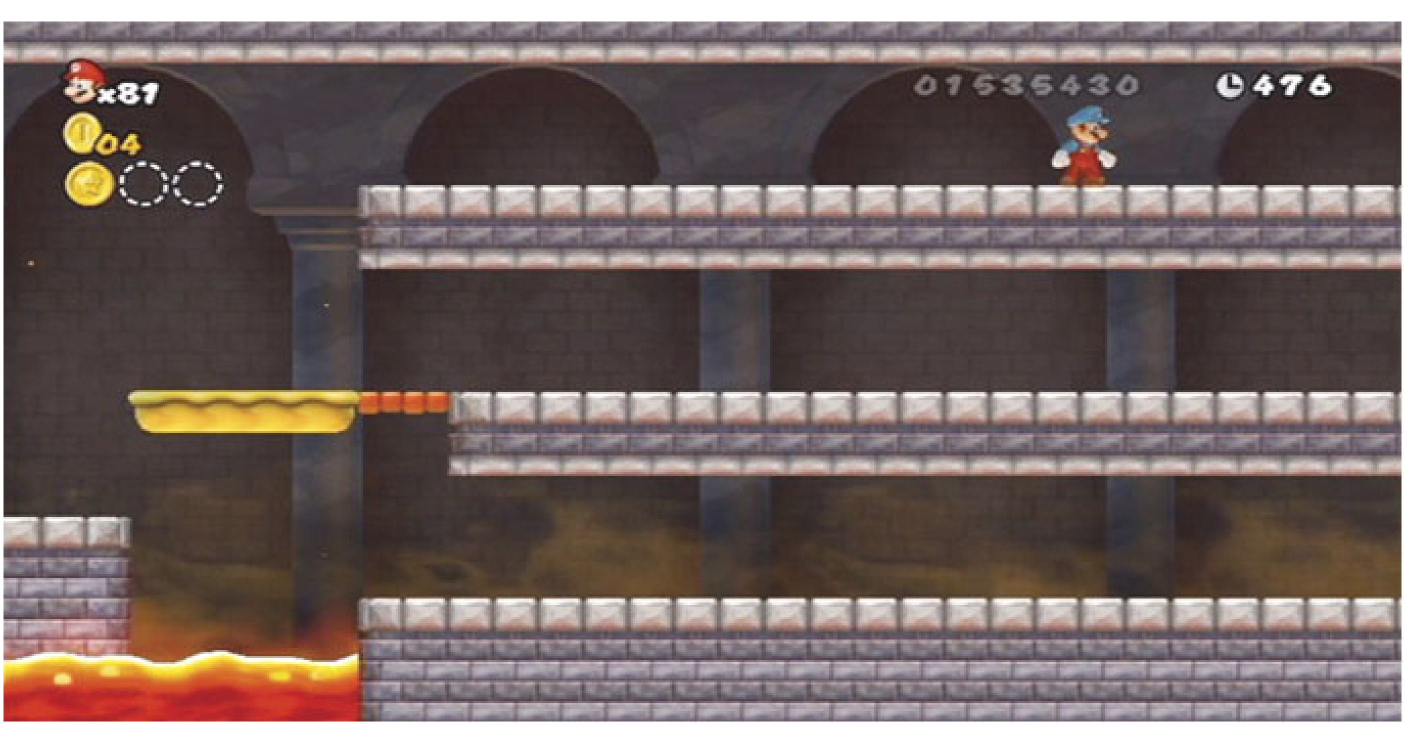
Star Coin



① As the level moves you forward, jump onto the center platform at Point 2. It will force you to start the level over again, but you'll be able to grab the first Star Coin.

Tip

If you forge the path and get lost, listen for the "ding" sound as you try the top, middle, and bottom levels. If you hear a buzzer sound, it's the wrong path.The ding sound means you're on the right track!

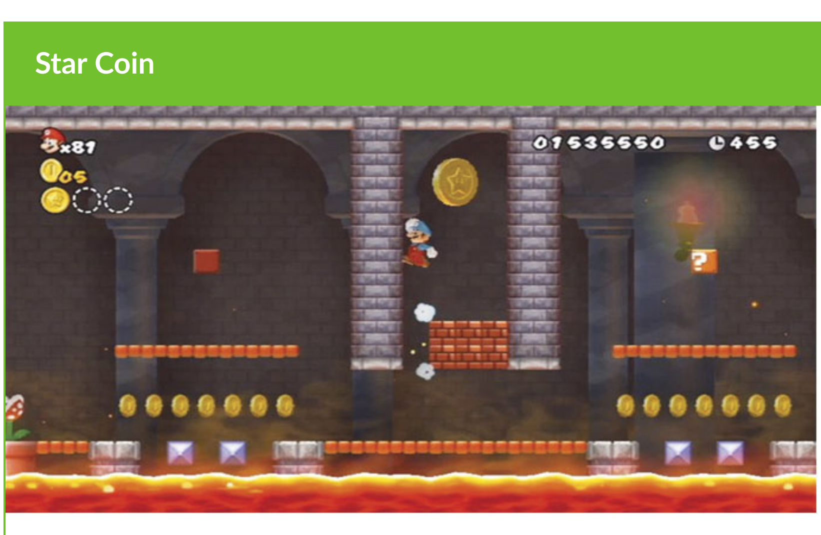


② After returning to the level's starting point, continue moving right, but this time take the highest platform to advance the level.

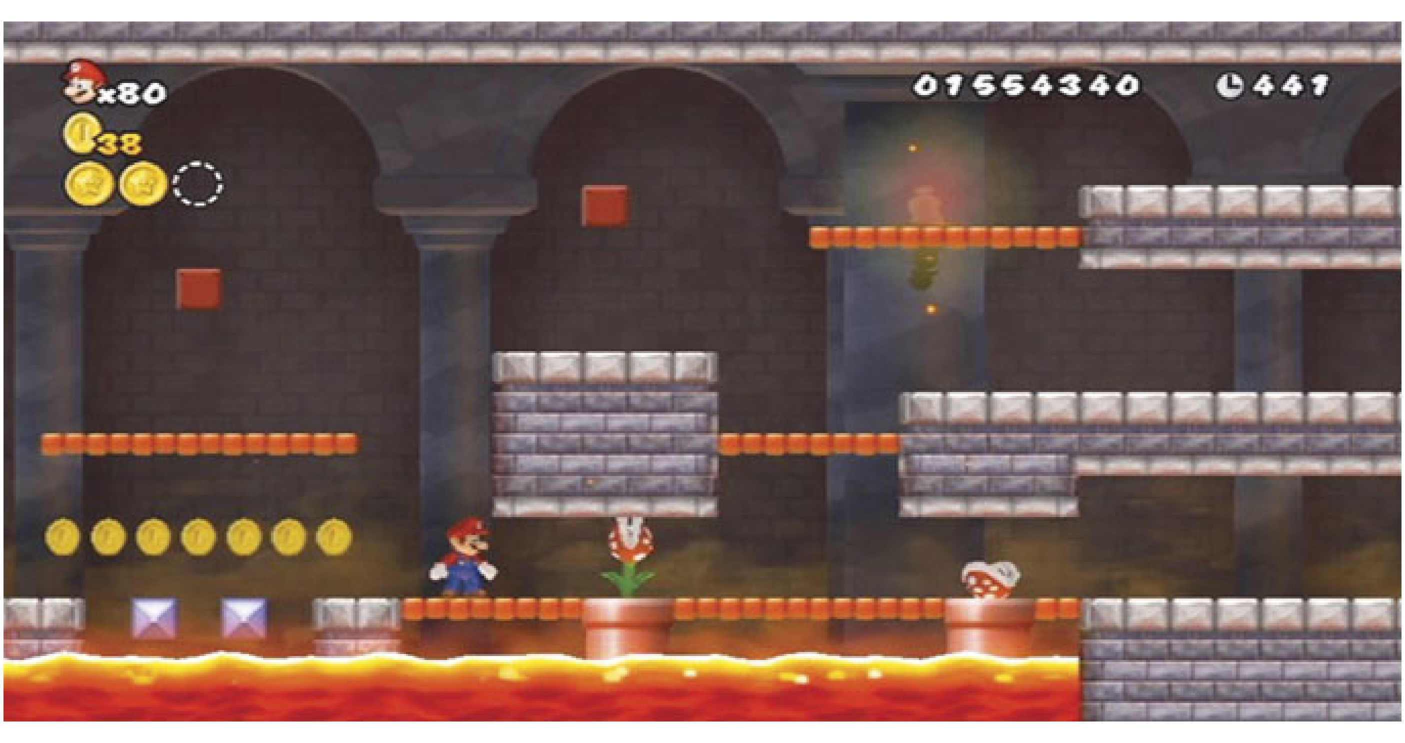
Note

If you take the wrong path, you'll repeat the same section of the level over and over and over. You get the point.

Star Coin

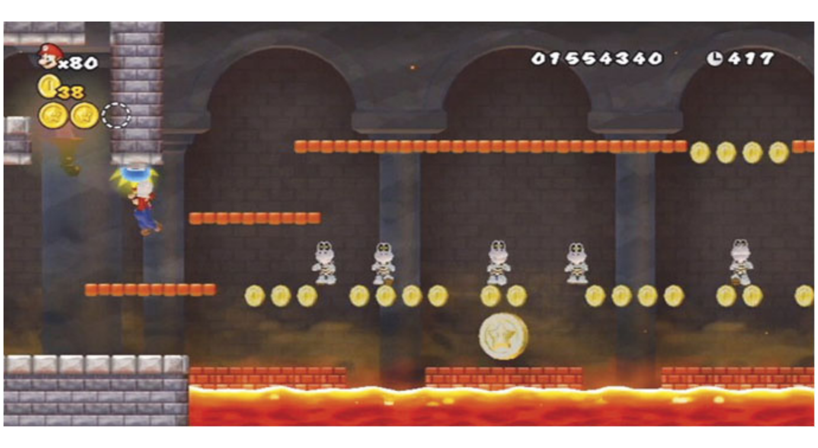


③ After taking the top route and advancing the level, run to the far right of the screen to stay ahead of the level as it moves right and begin breaking the Blocks under the second Star Coin. Jump up into the gap you create in the Blocks, then Wall-Jump up to grab the Star Coin. Immediately drop back down to avoid getting squashed against the wall when the level moves right.

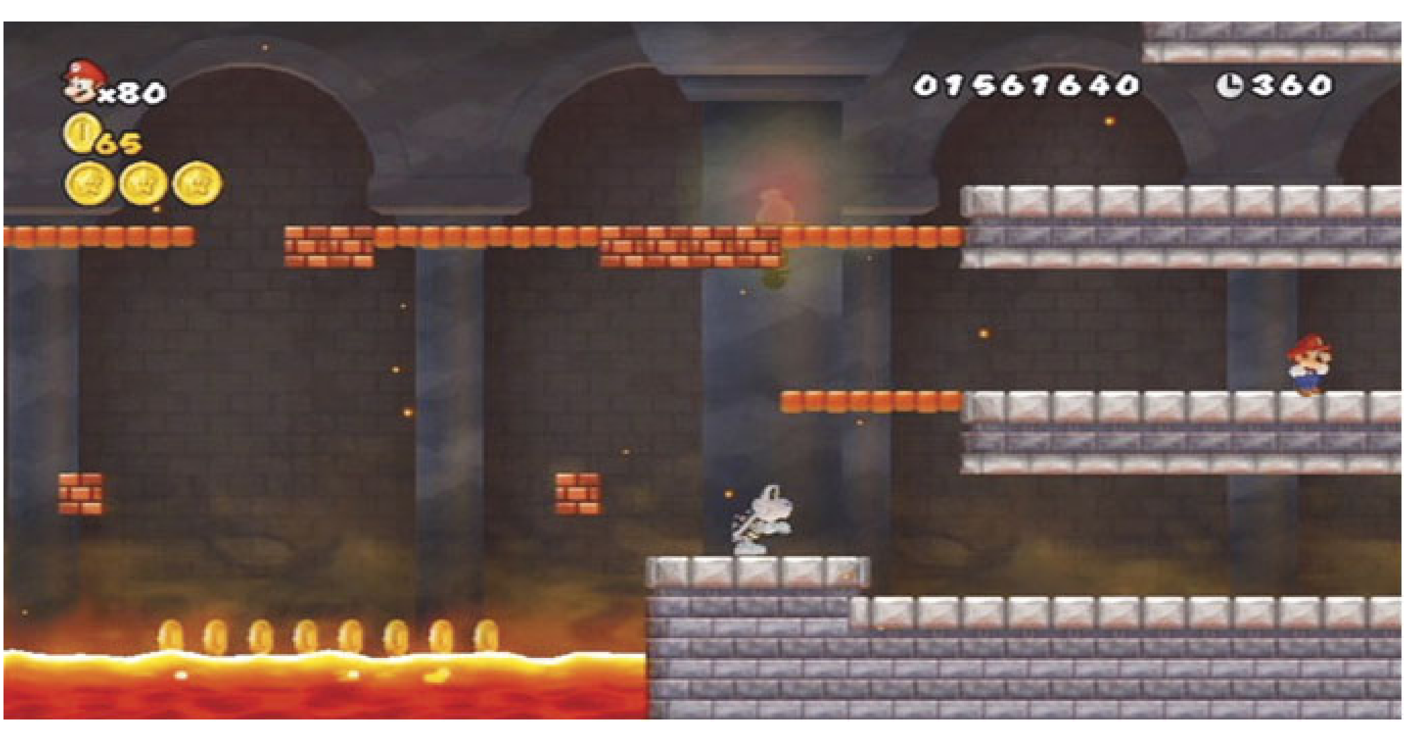


④ After grabbing the second Star Coin, stay on the bottom level. Carefully dash past the two Piranha Plants and rush to the far right to advance the level again.

Star Coin

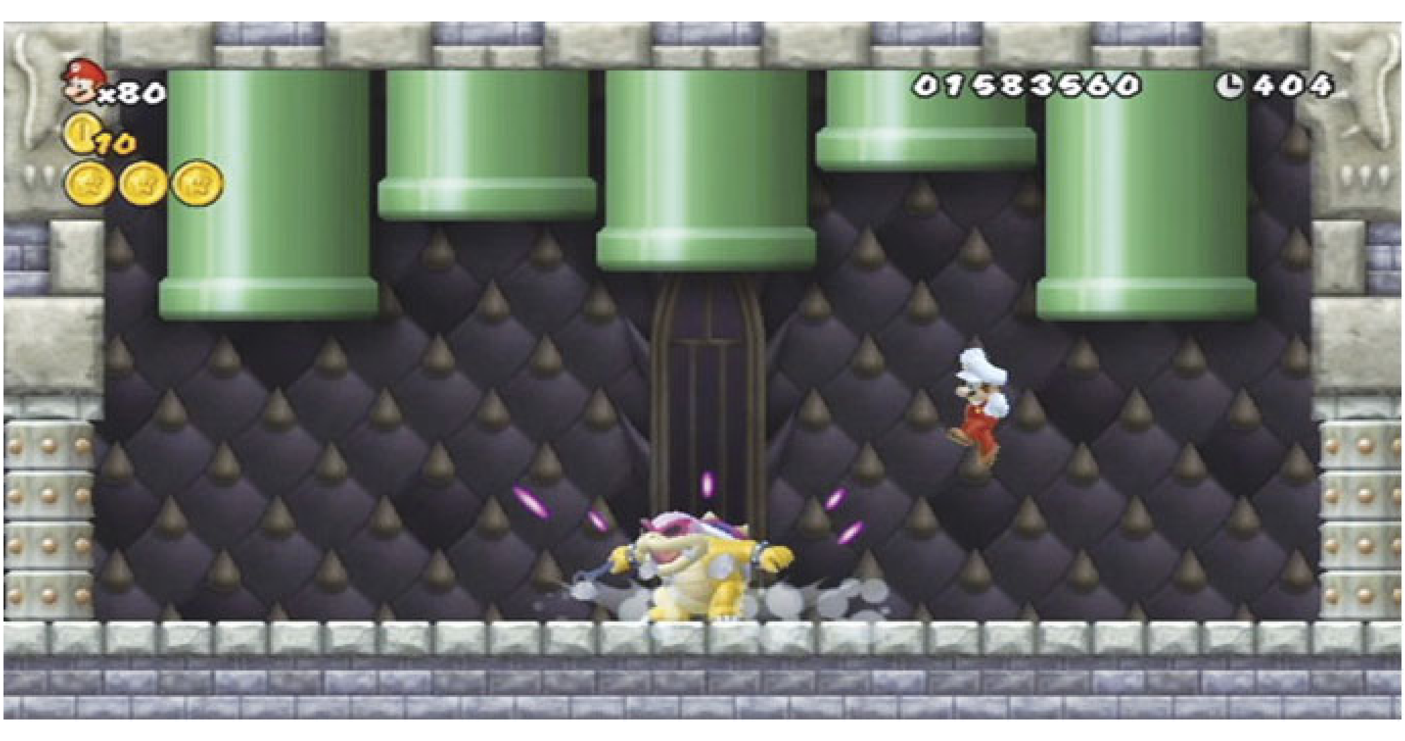


⑤ To grab the final Star Coin, hit the P Switch under the left column to transform the bricks into coins and vice versa. Leap over the Dry Bones in your way and dash across the newly formed rows of bricks to reach the Star Coin on the middle row.

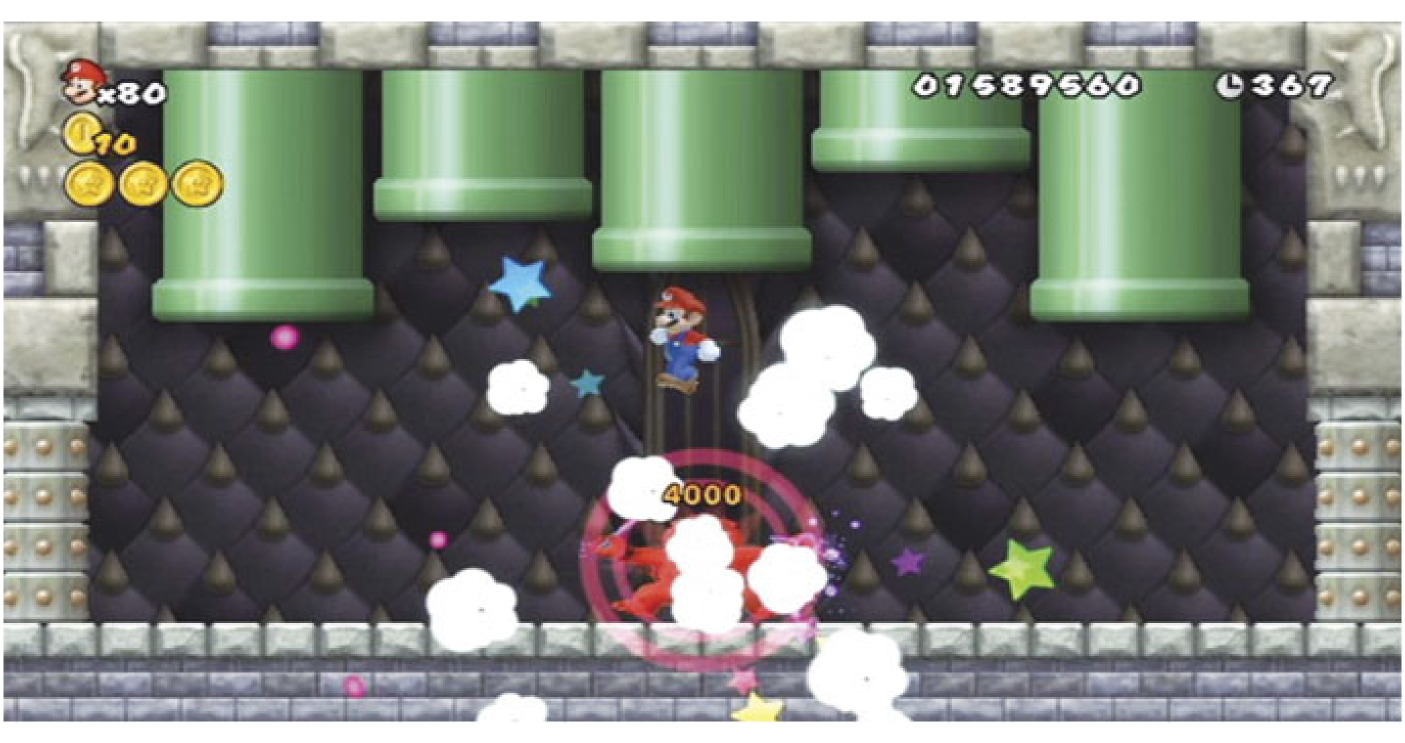


⑥ Before the P Switch's timer runs out, jump up onto the middle ledge and grab the coins blocking your path. If you take too long to grab them, they'll turn back into bricks and create a wall that will prevent you from advancing the level. Dash across the middle platform to find the door leading to Roy Koopa!

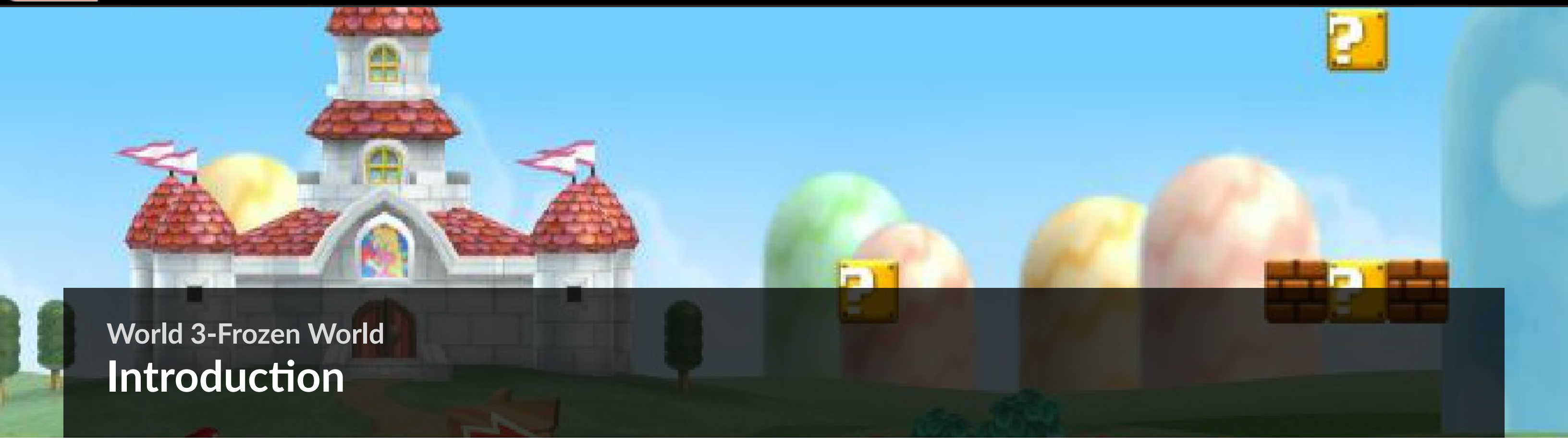
Boss Battle



Roy Koopa has a nasty Ground-Pound that will leave Mario stunned. Plus, he pops out of pipes at random, keeping you guessing when he's going to attack.



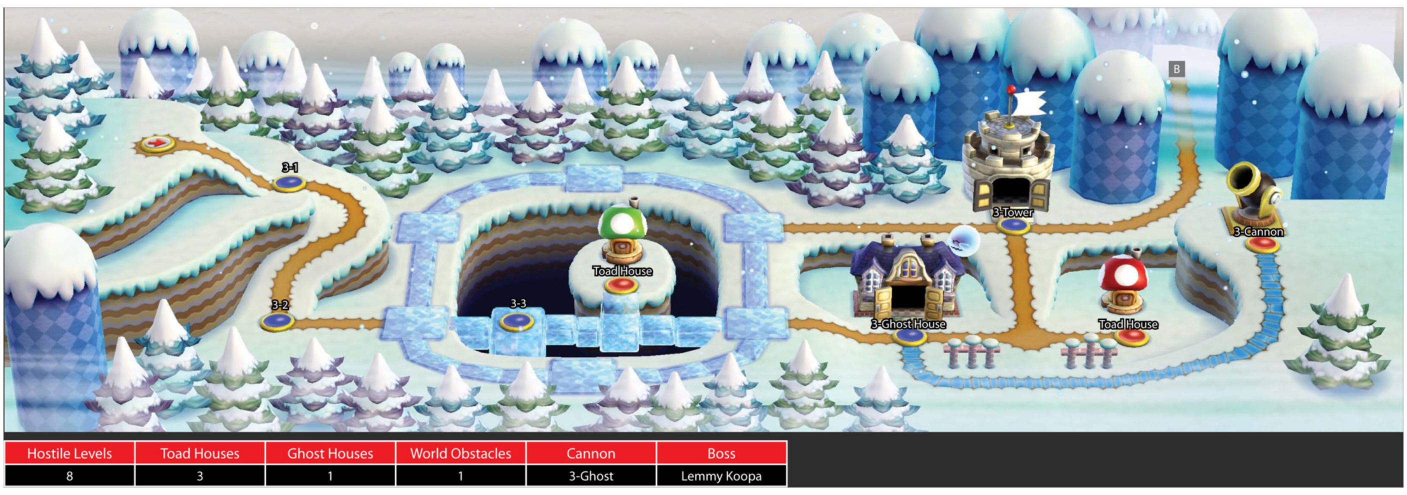
Time your jumps to avoid the stun move, then pounce on Roy Koopa's head. Stay away from that spinning shell and bop him twice more for victory!



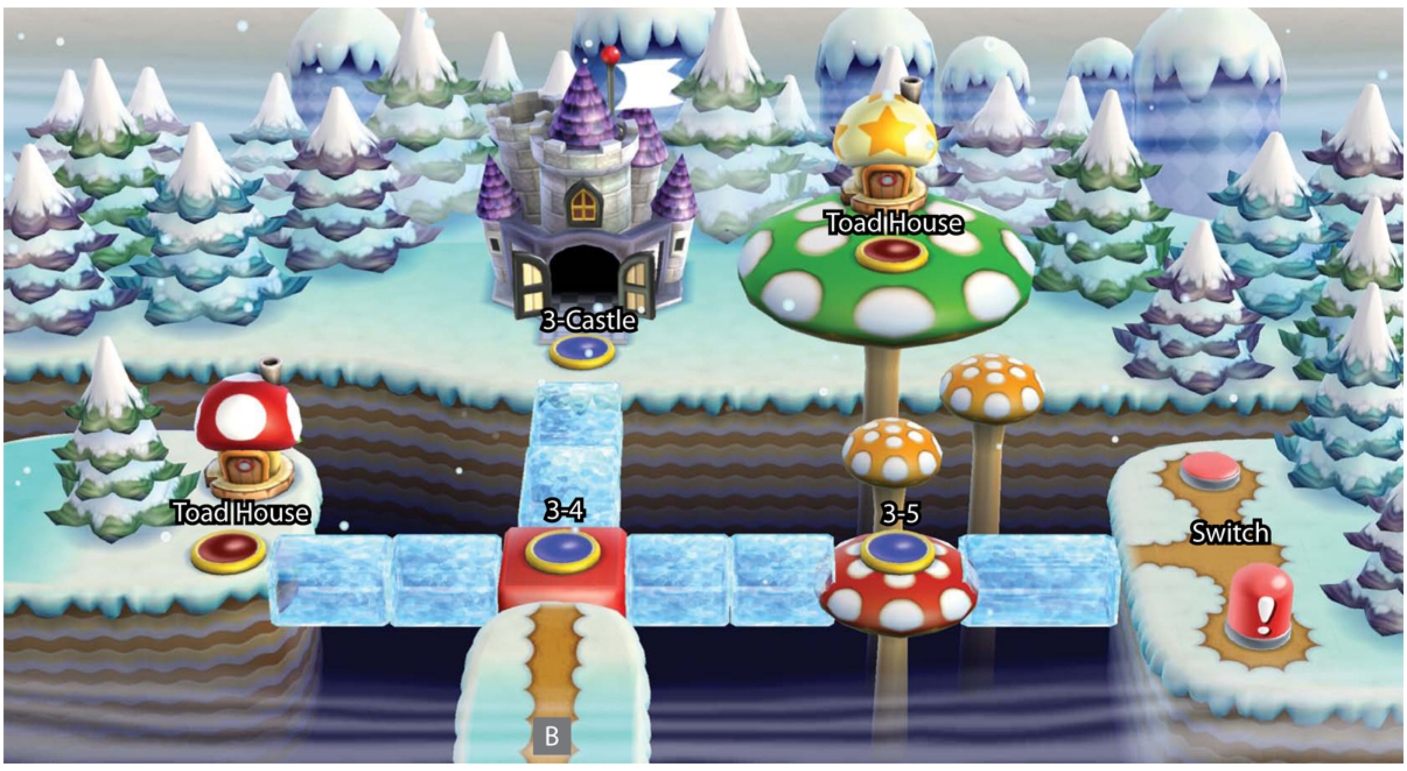
Introduction

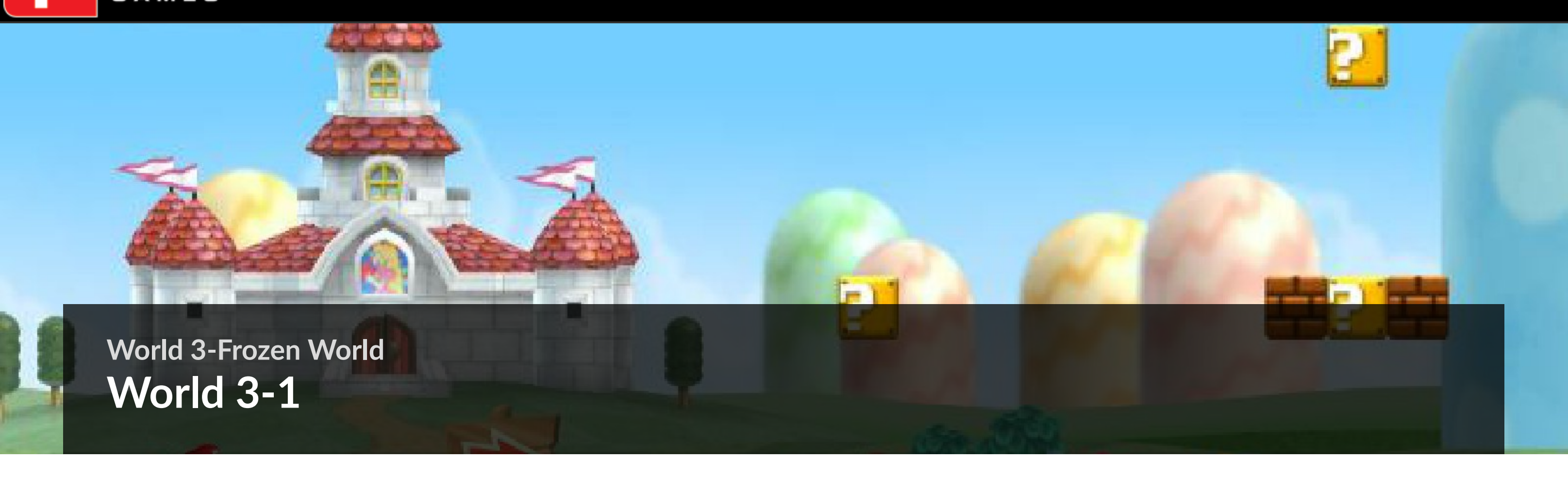
World 3-Frozen World

World 3 is one slippery area! Since nearly everything is either covered in snow or completely frozen over, you'll have a difficult time getting from point A to point B safely. Luckily, Mario's Penguin Suit power-up helps reduce the slipperiness of the frozen area. Of course, there are also several new enemies to contend with. Look out for aggressive Cooligans, snowball tossing Ice Bros., and some underwater terrors!


3-1
Toad House
3-2
3-3
3-Tower
B
3-Cannon
3-Ghost House
Toad House

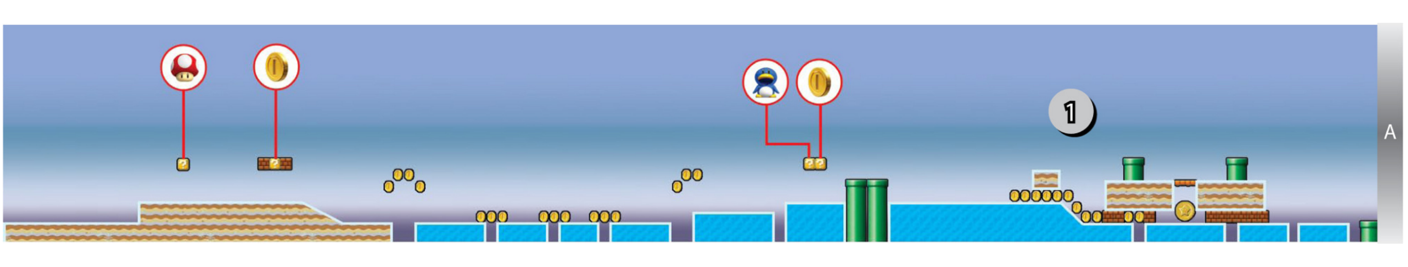
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
8	3	1	1	3-Ghost	Lemmy Koopa

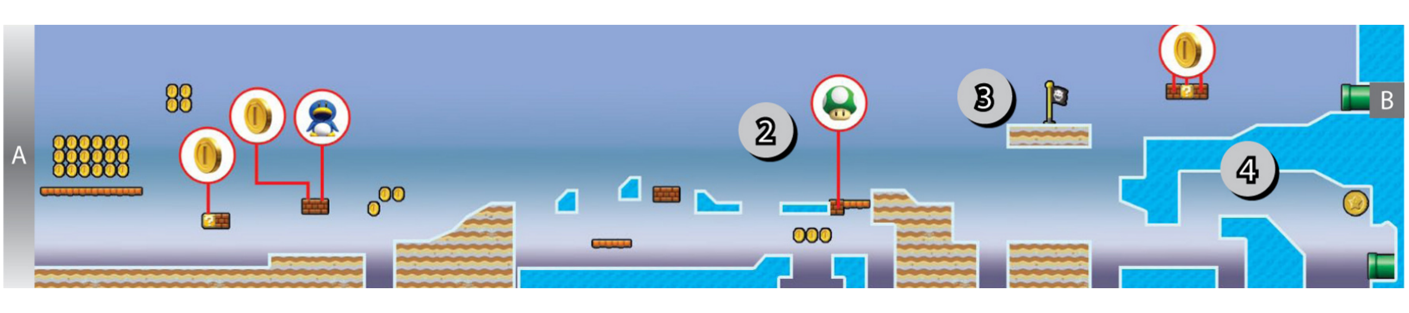

3-Castle
Toad House
Toad House
3-4
3-5
Switch
B

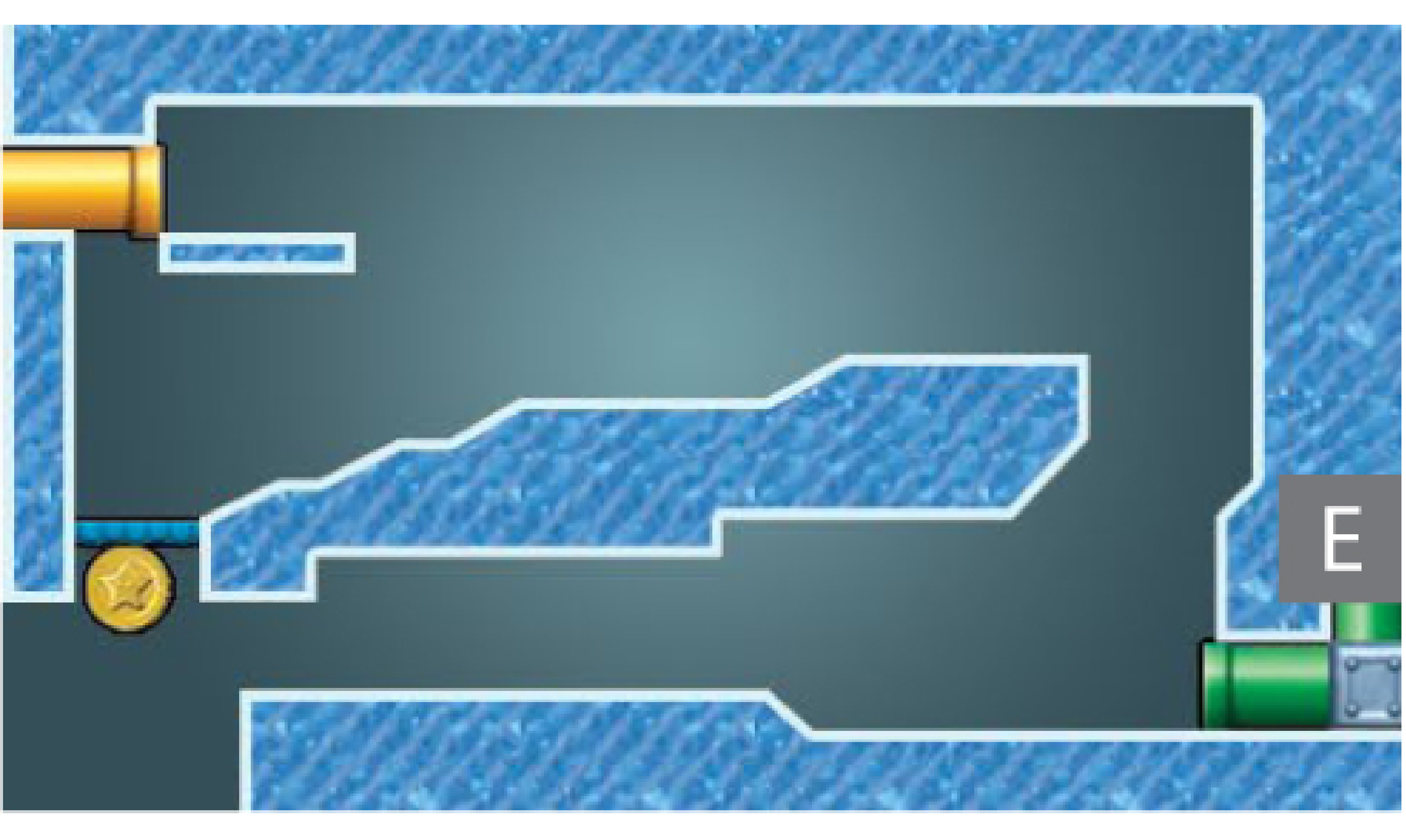


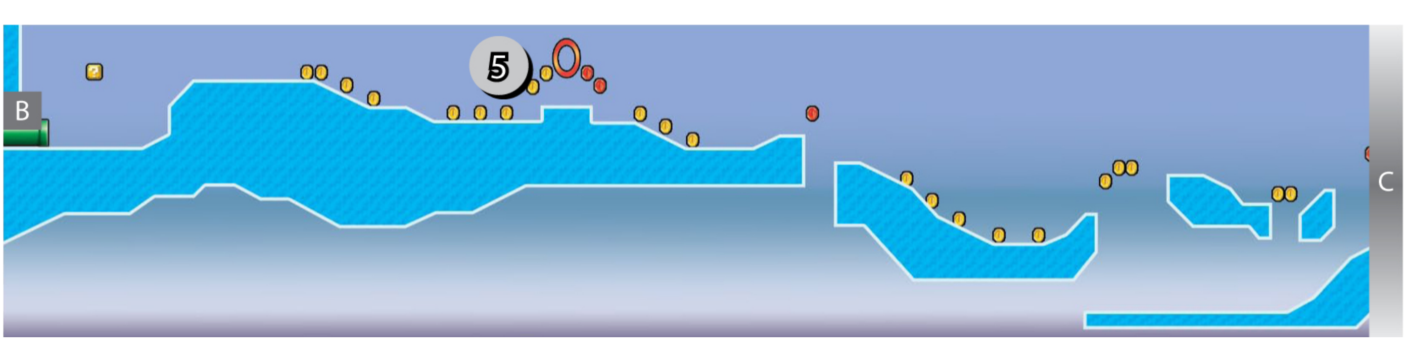
World 3-Frozen World

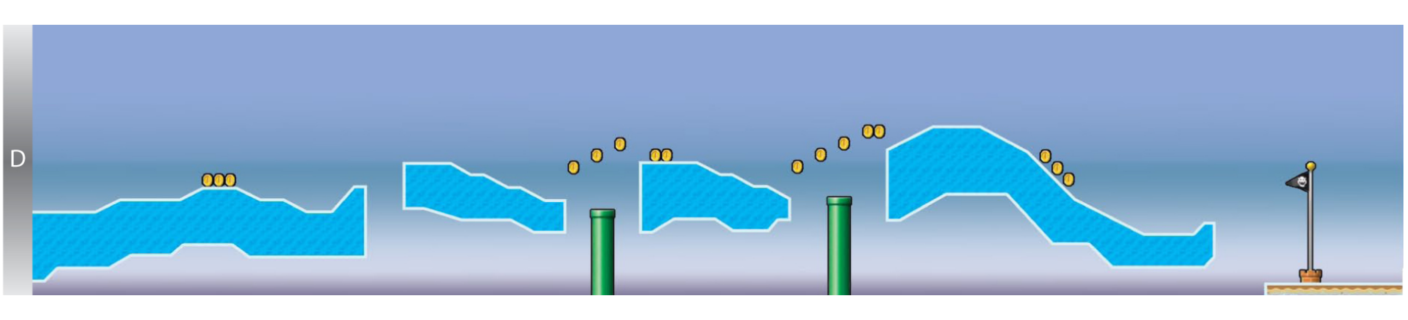
World 3-1



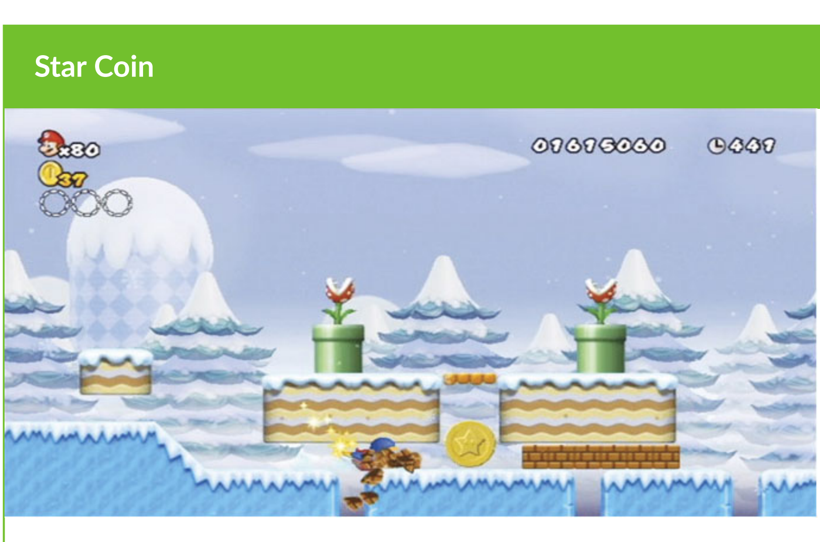




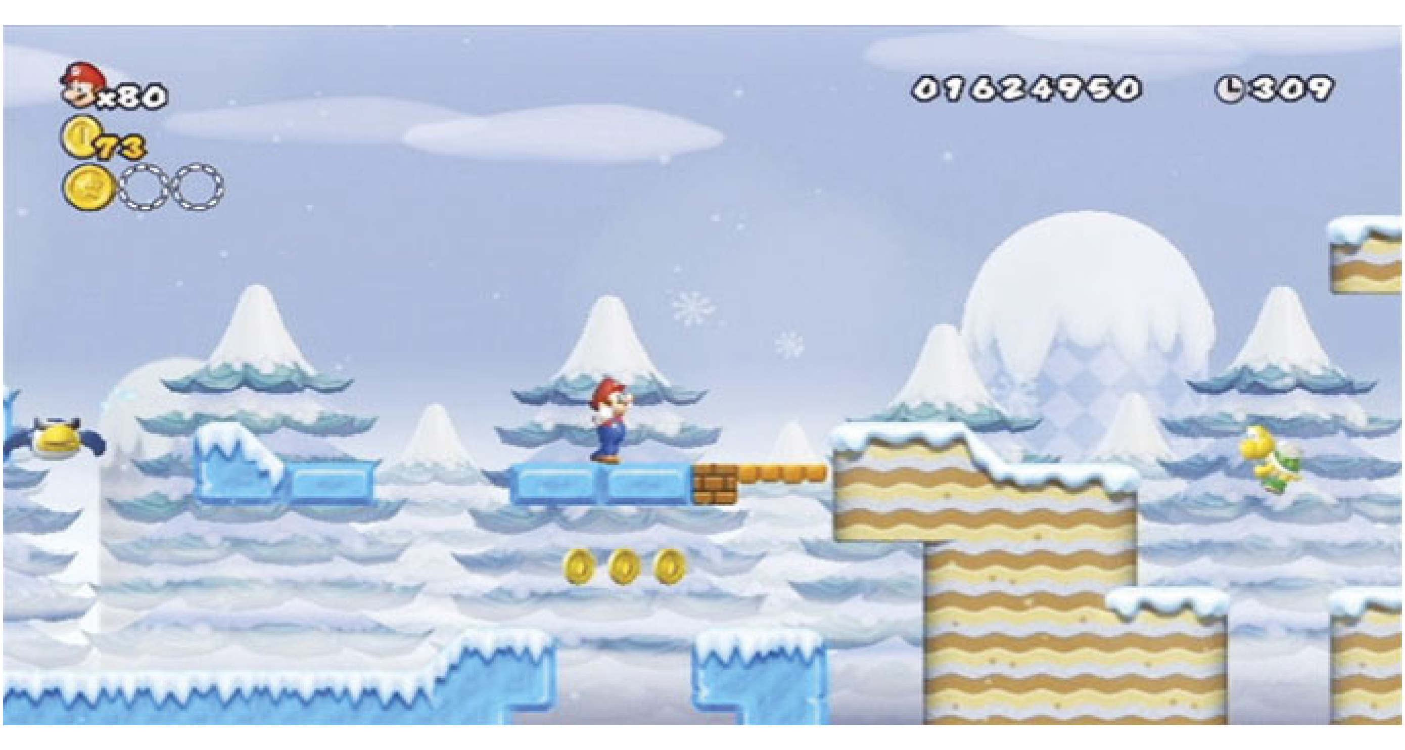




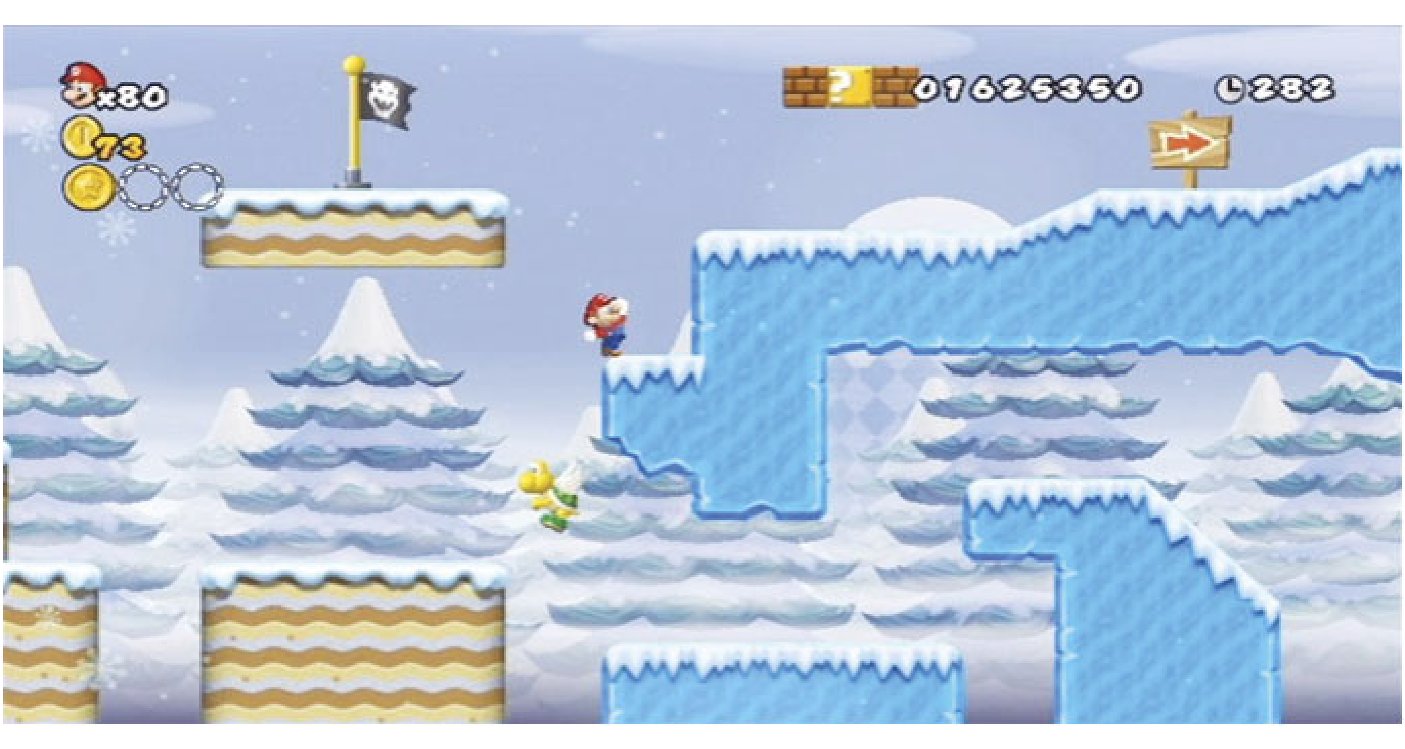
Star Coin



① After donning the Penguin Suit, get a running start, then slide through the bricks at Point 1. Continue sliding until you reach the first Star Coin.

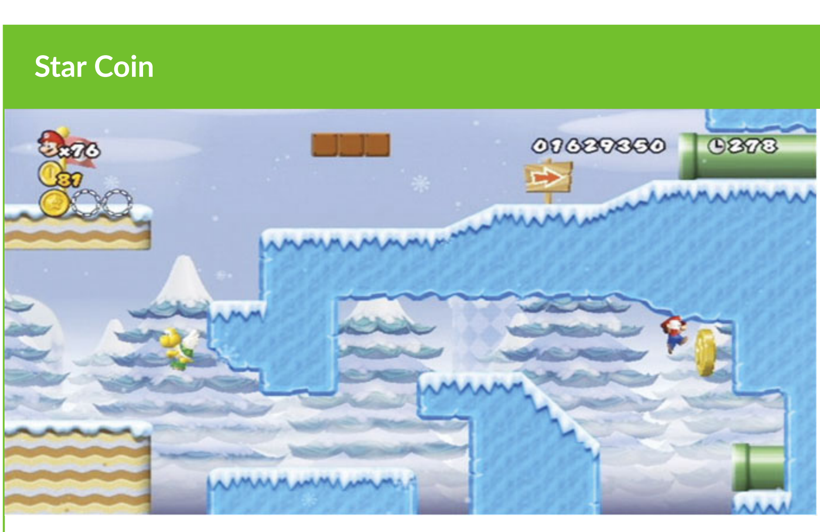


② There's a 1-Up in the Block at Point 2. It can be a bit tricky to get it, since the ground underneath it is frozen. If you have the Penguin Suit power-up you can jump over to it without any trouble. If not, get a slow running start, then execute a quick Spin Jump over the gap before putting on the breaks and steadying yourself underneath the Block. Jump up to pop the 1-Up Mushroom out, then leap through the platform to the right to grab it.



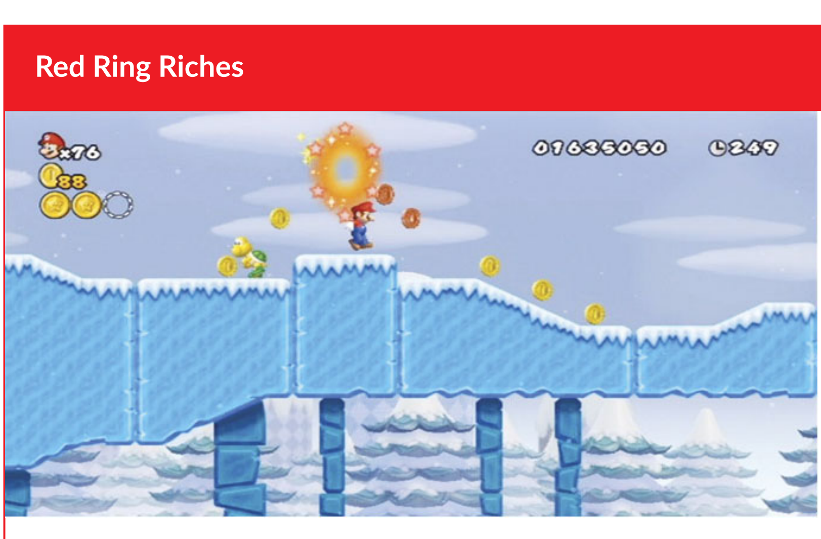
③ If you can't reach the Bowser flag from the left, hop down to the area below it, then jump onto the ledge on the right. Bounce off the ledge to the flag on the left and pass through the flag.

Star Coin

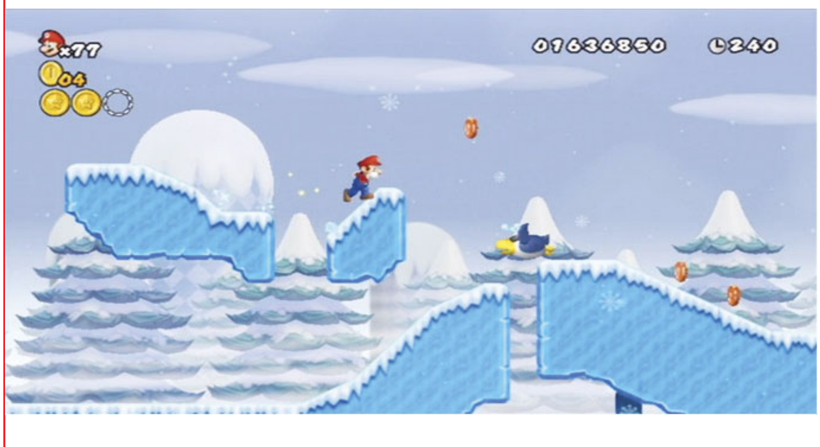


④ To grab the second Star Coin at Point 4, you can do two things: Either carefully jump out to grab it and then Wall-Slide down to the pipe underneath it, then jump back. Or you can freeze the Piranha Plant with a snowball from Penguin Suit Mario or Ice Mario, then easily hop onto the frozen man-eater to reach the Star Coin.

Red Ring Riches

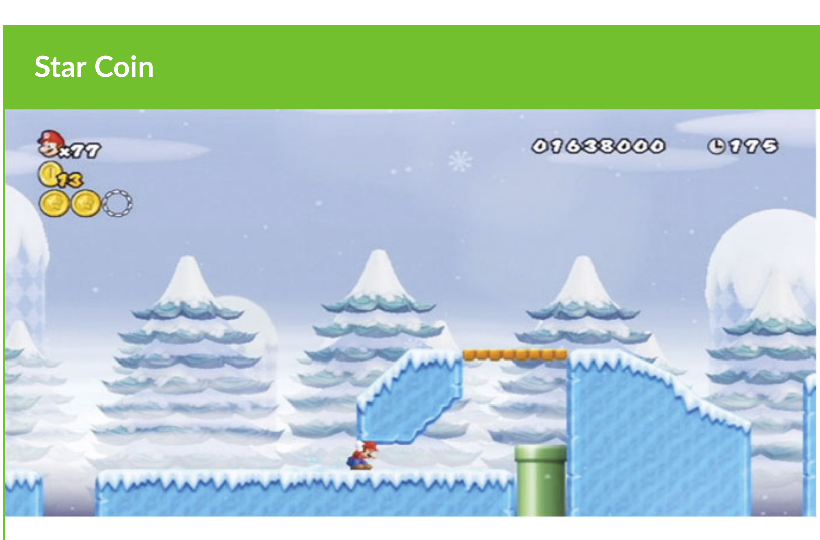


⑤ The easiest way to grab all eight red coins from the Red Ring is to be in the Penguin Suit and to slide across the level after activating the Red Ring at Point 5.

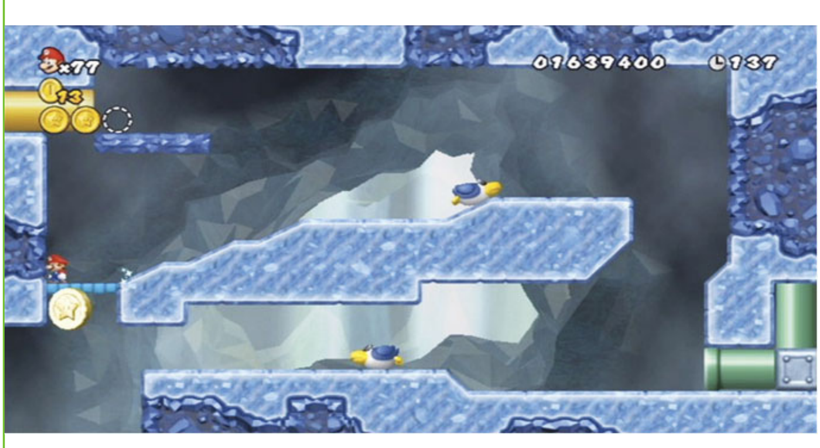


Don't worry about the enemies in your way as you slide—if you begin the slide as soon as you activate the Red Ring, you'll pass by the enemies without suffering any damage.

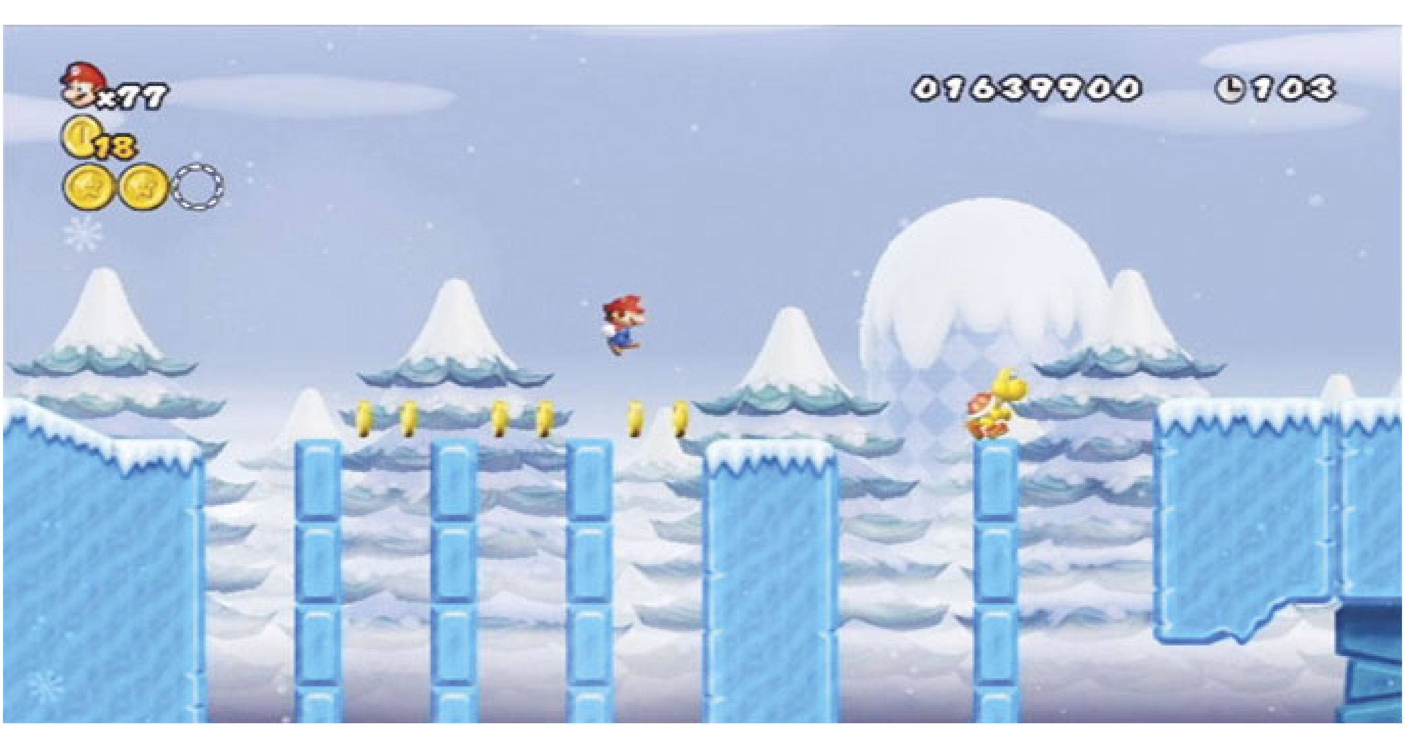
Star Coin



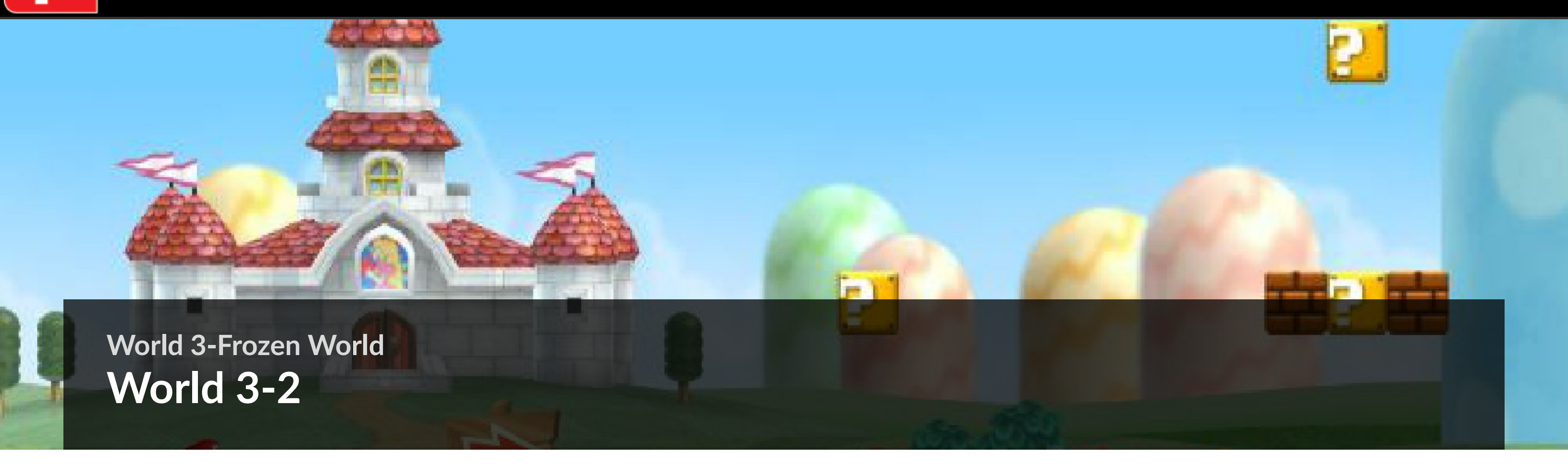
⑥ If you're still in the Penguin Suit, slide across the ice to crash through the Blocks at Point 6, then go through the green pipe in the small alcove. If you don't have the Penguin Suit, grab one of the nearby Koopas and toss its shell at the Blocks to bust them up.



The pipe leads to a small room with several Cooligans. If you don't have the Penguin Suit or the Ice Flower power-up, you won't be able to grab this Star Coin, so exit and come back later when you do have either of them. Otherwise, freeze one of the Cooligans as it approaches the Star Coin, then jump on top of the frozen Cooligan, duck, and ride it into the gap below the Star Coin. Just before you fall to your death, jump up to grab the Star Coin and Wall-Jump off the wall on the right and onto the platform above you.

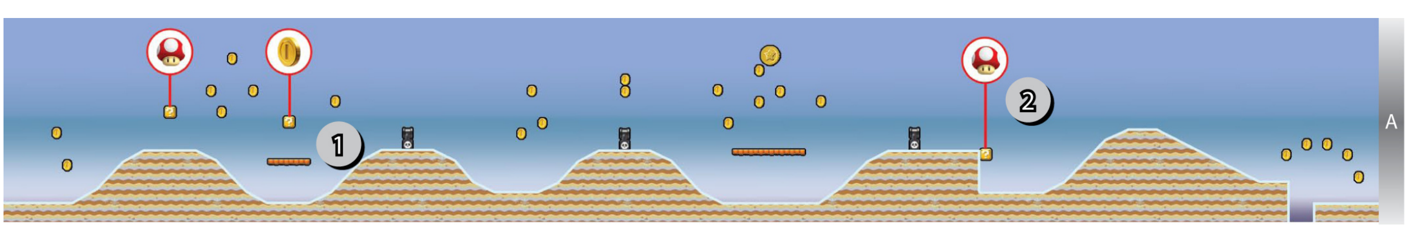


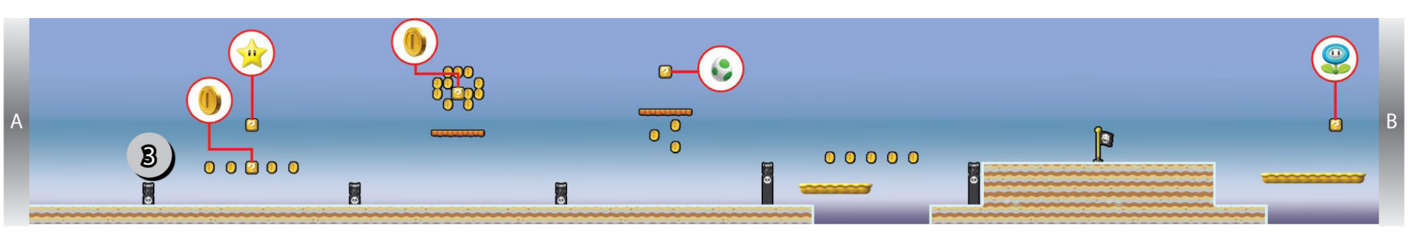
⑦ Do not try to Gap-Dash across the gaps in Point 7; they're too wide. Instead, carefully jump from pillar to pillar until you're all the way across.

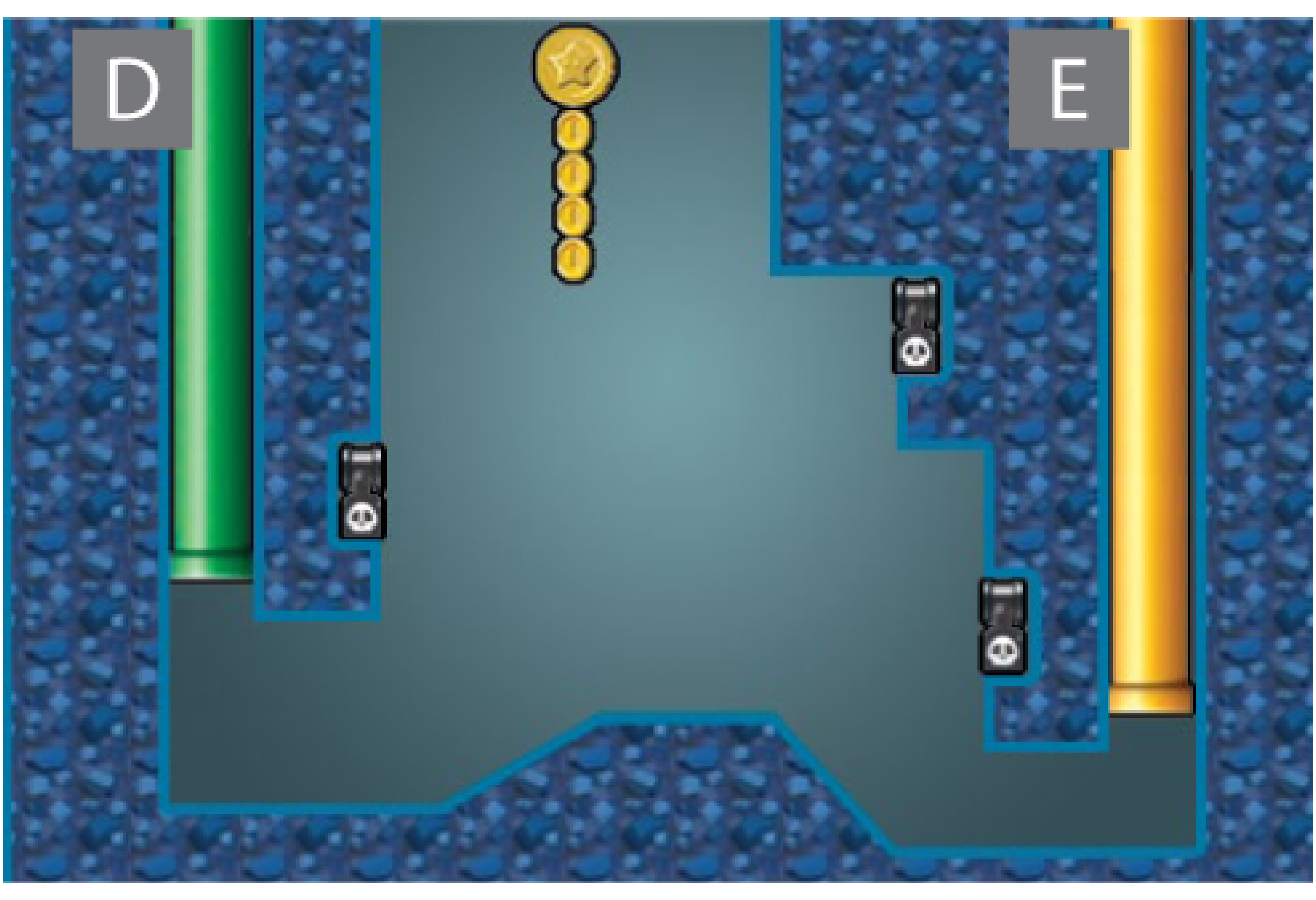


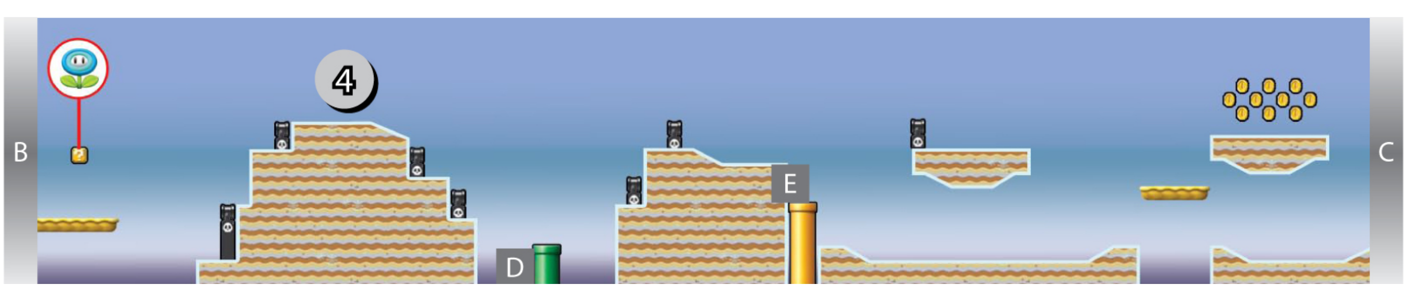
World 3-Frozen World

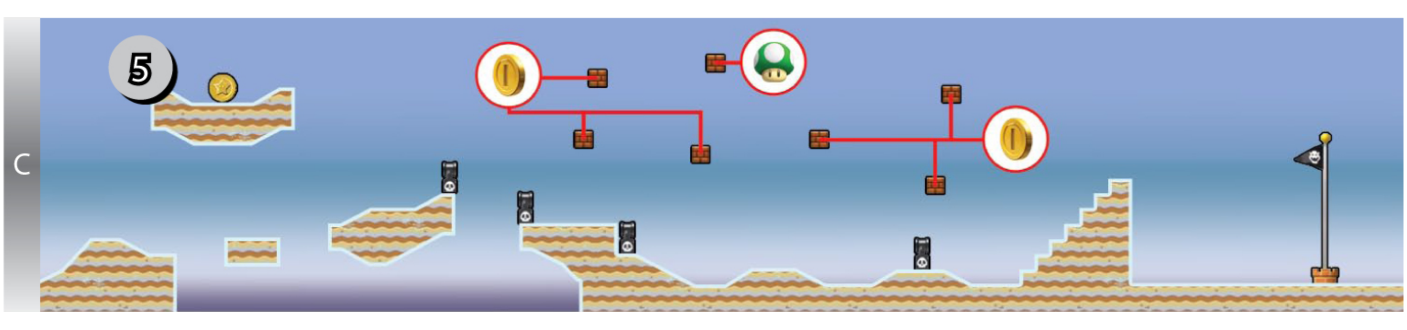
World 3-2



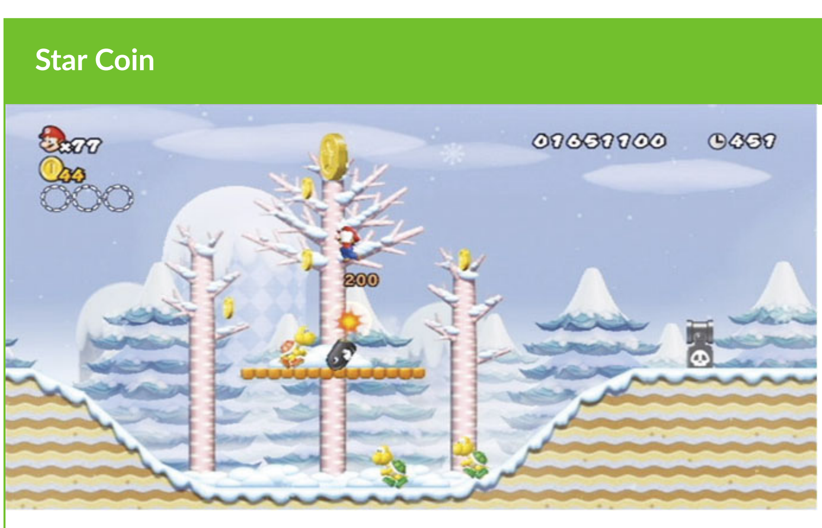




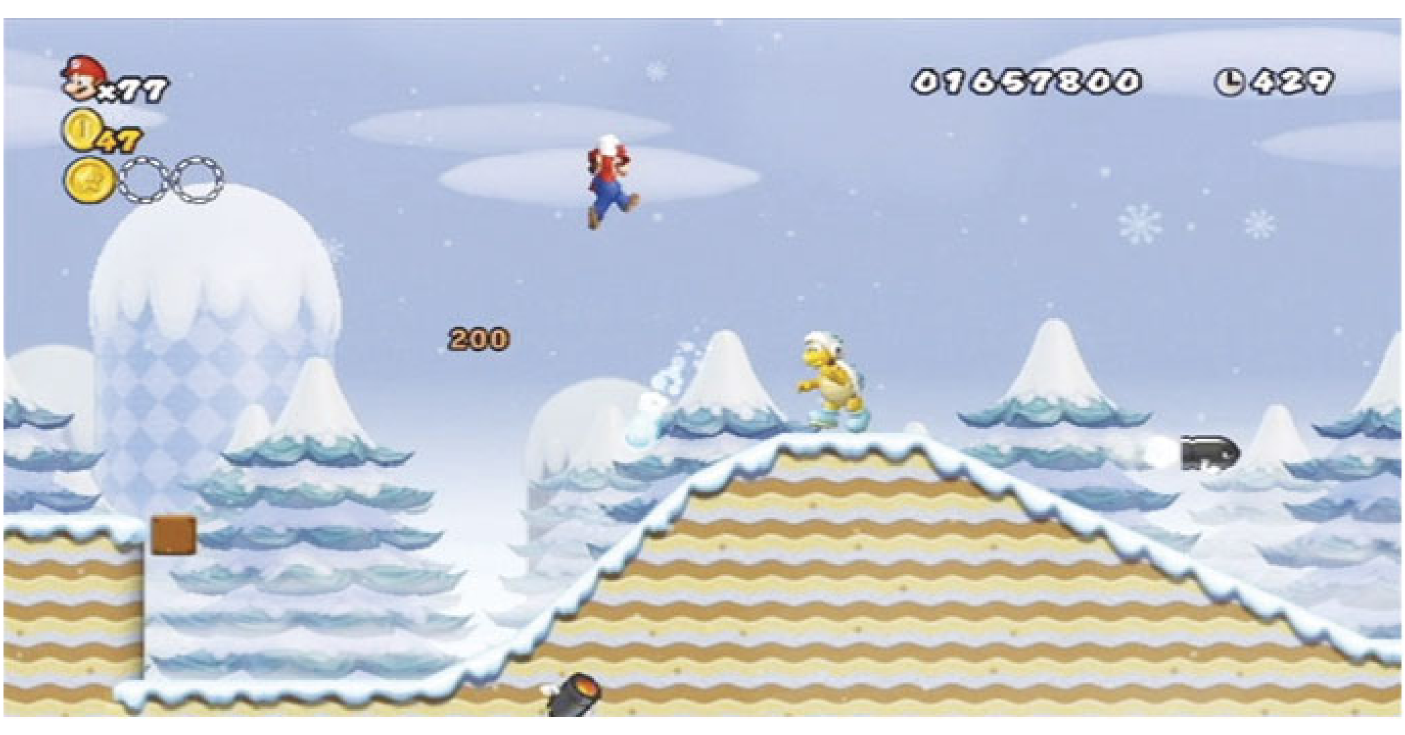




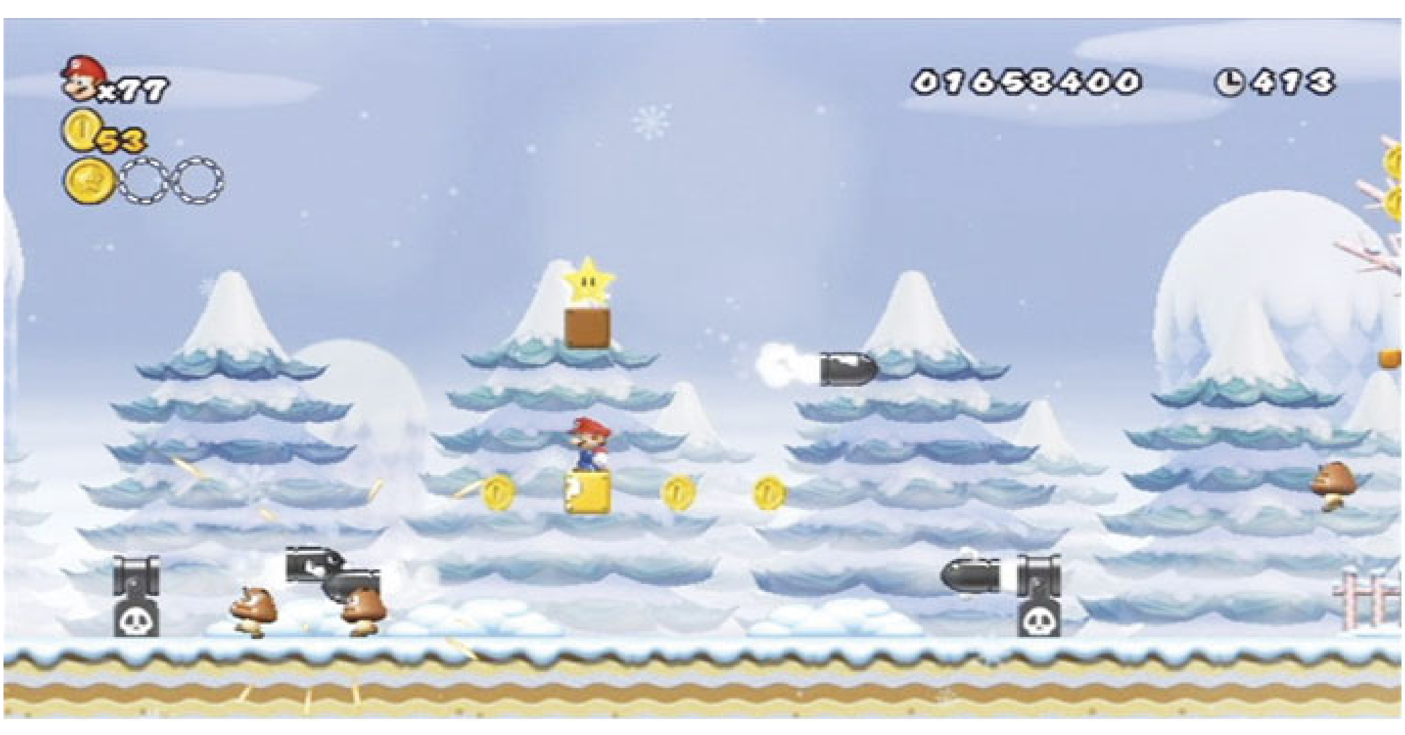
Star Coin



① The first Star Coin is very easy to reach as long as you time your jumps correctly. Wait until a Bullet Bill passes underneath the Star Coin, then jump on top of it to get an extra oomph and reach the Star Coin above you.

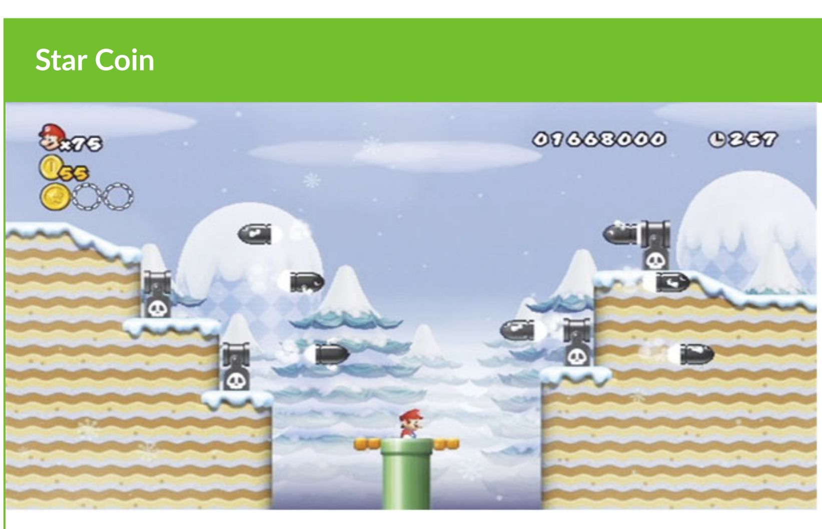


② To eliminate the Ice Bro at Point 2, bounce off a Bullet Bill and pounce on the Bro's head! If you try to rush him, you'll get hit with the snowball before you can even make it up the hill.

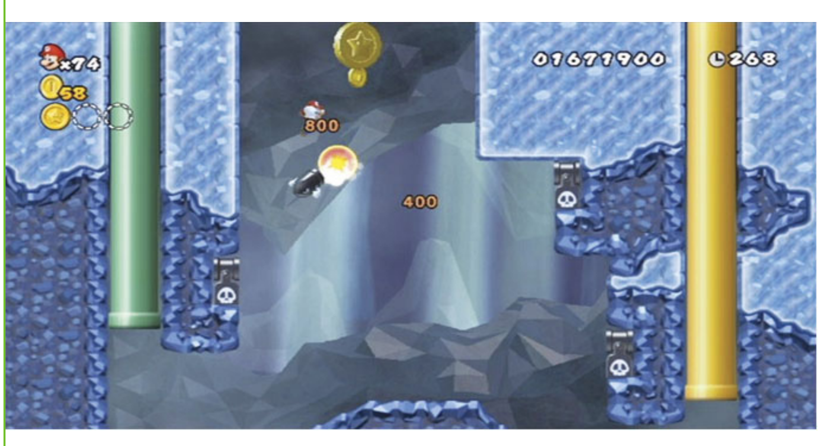


③ Hit the top ? Block at Point 3 to get a Star. While you're invincible, you can easily speed across the level for a short period of time and destroy Bullet Bills as you go.

Star Coin

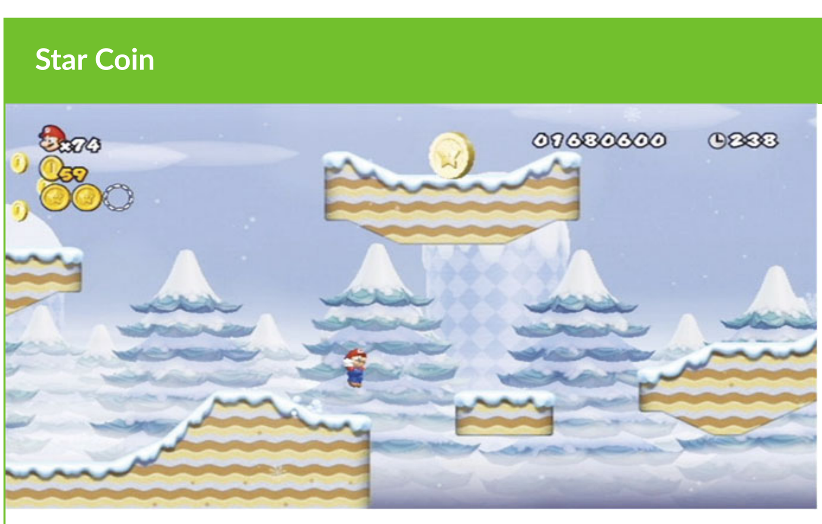


④ Carefully dodge the barrage of Bullet Bills at Point 4 and go down the pipe in the center of the gap.

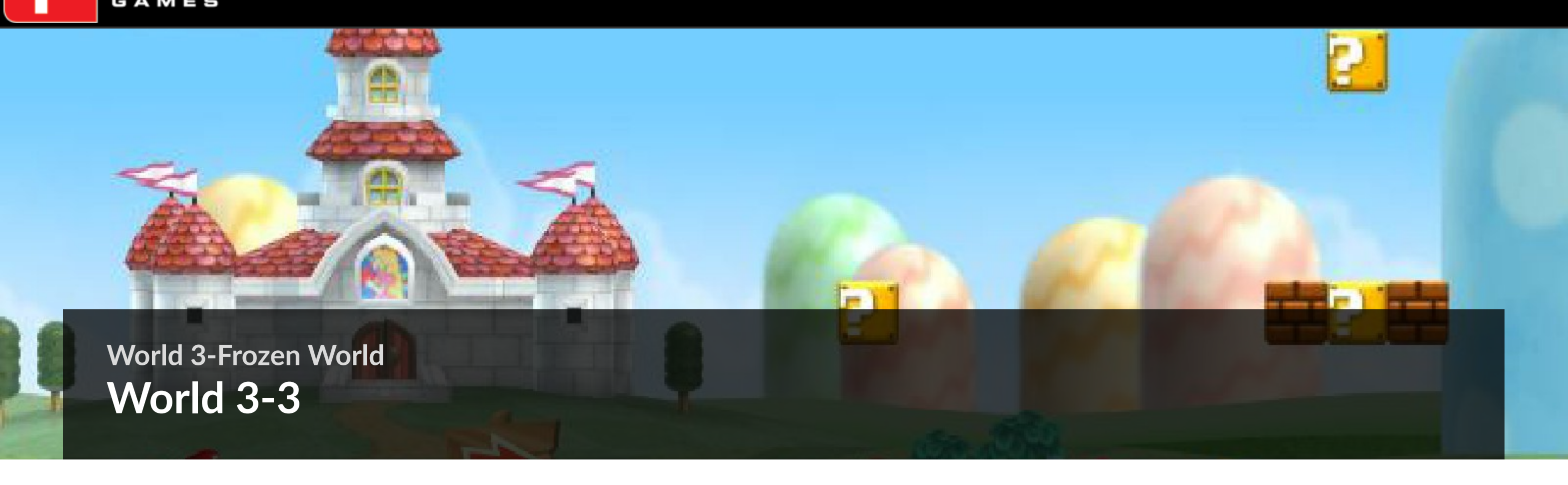


The pipe leads to a tall room with three Bullet Bill cannons, each one higher than the other. At the top of the room, just out of view, is a Star Coin! To reach it, bounce up the Bullet Bills as they fire and grab the Star Coin. If you are Ice Mario or Penguin Suit Mario you can also freeze the Bullet Bills in place with snowballs to create makeshift stepping blocks in midair!

Star Coin

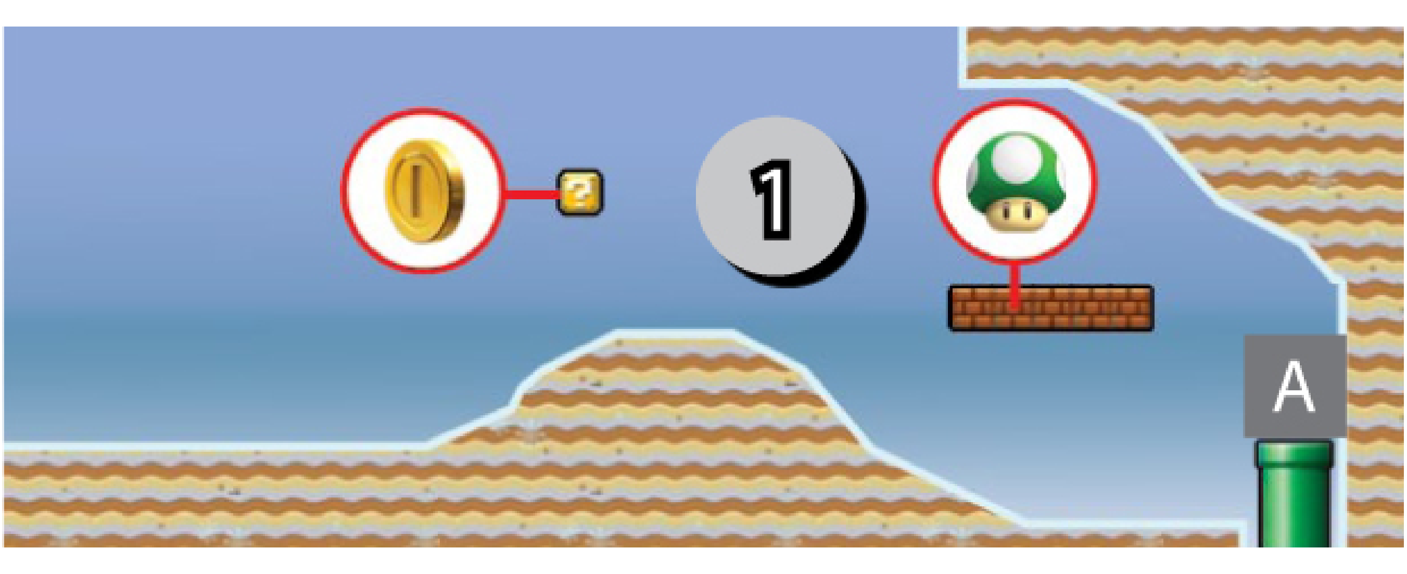


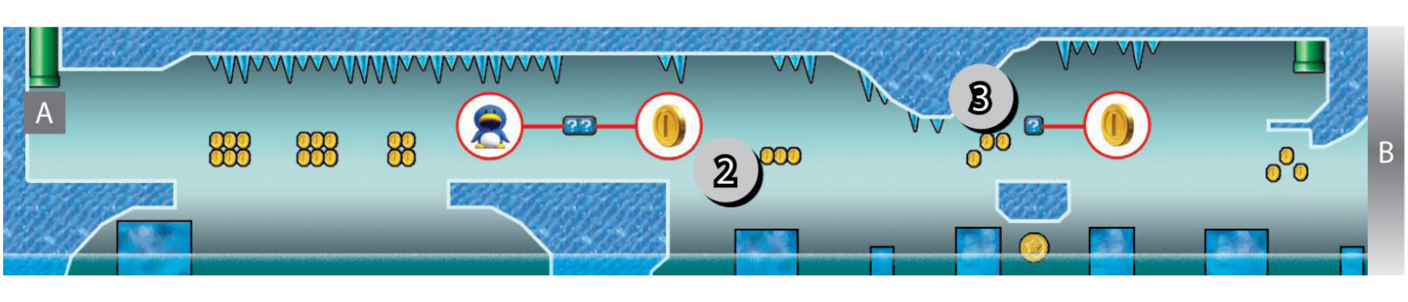
⑤ To nab the final Star Coin, eliminate the Ice Bro on the rising and falling yellow platform, then ride it up to the snowy ledge on the left. Back up, then get a running start to the right. Just as you're about to reach the end of the ledge, long jump across to the ledge on the right with the Star Coin.

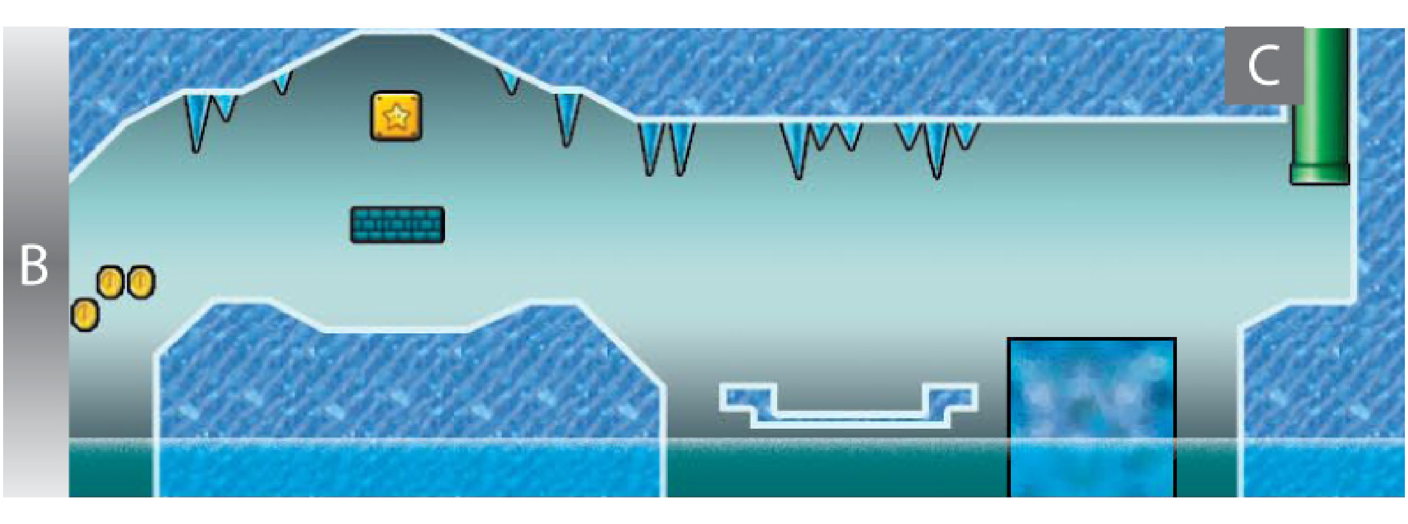


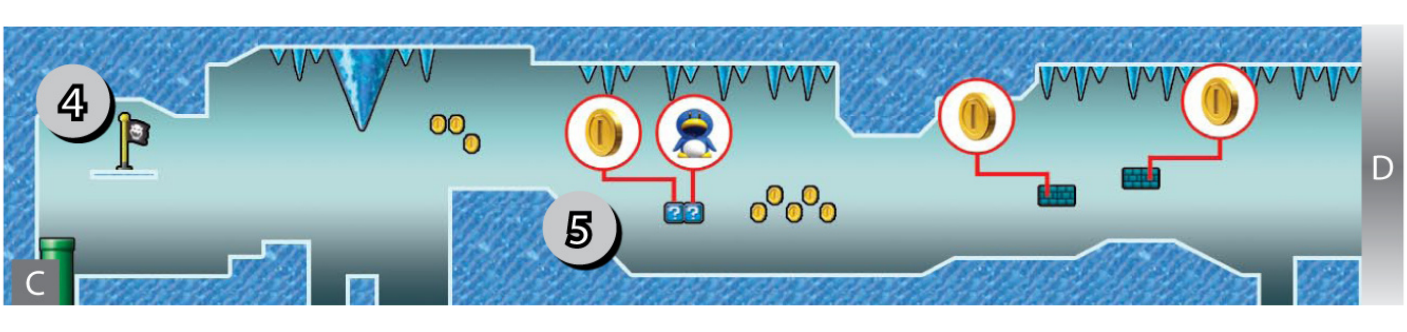
World 3-Frozen World

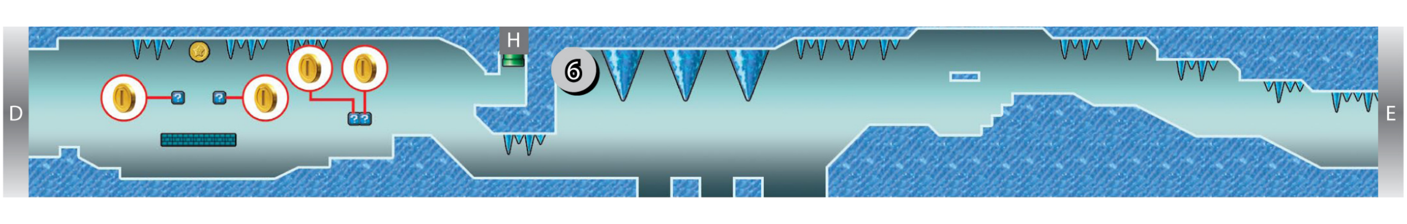
World 3-3

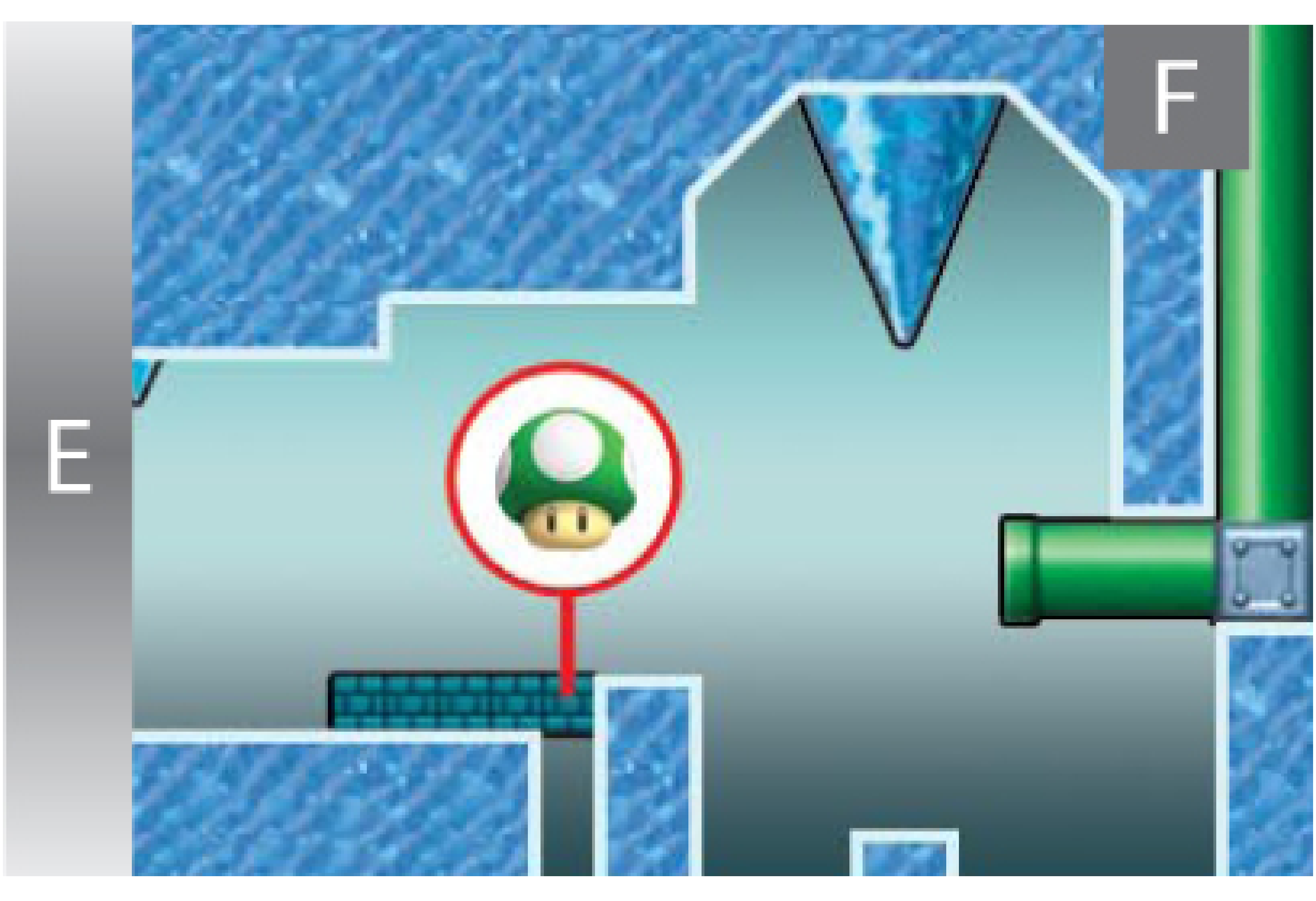


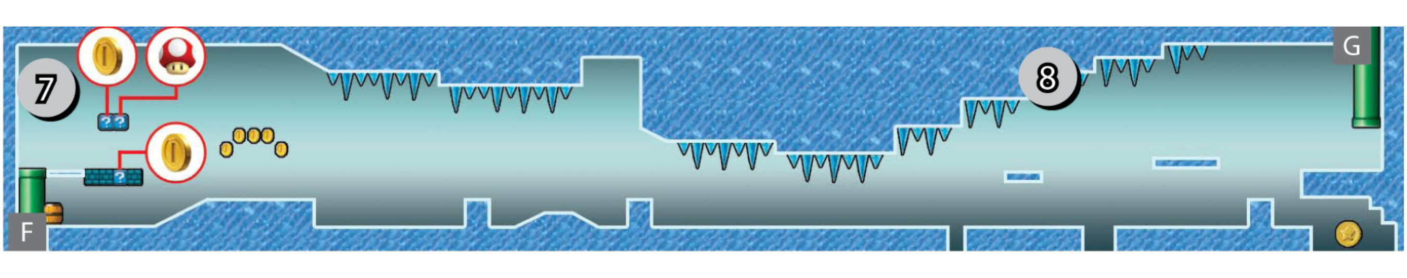


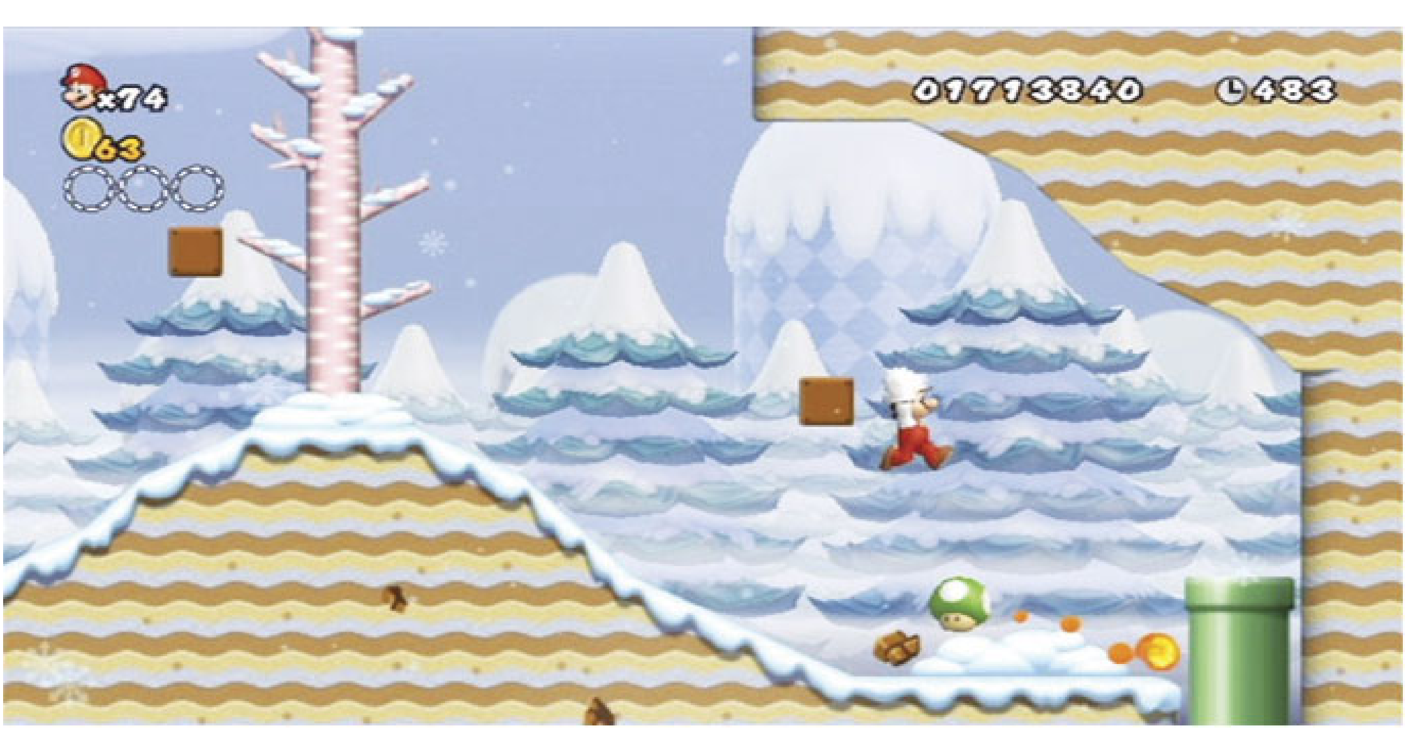




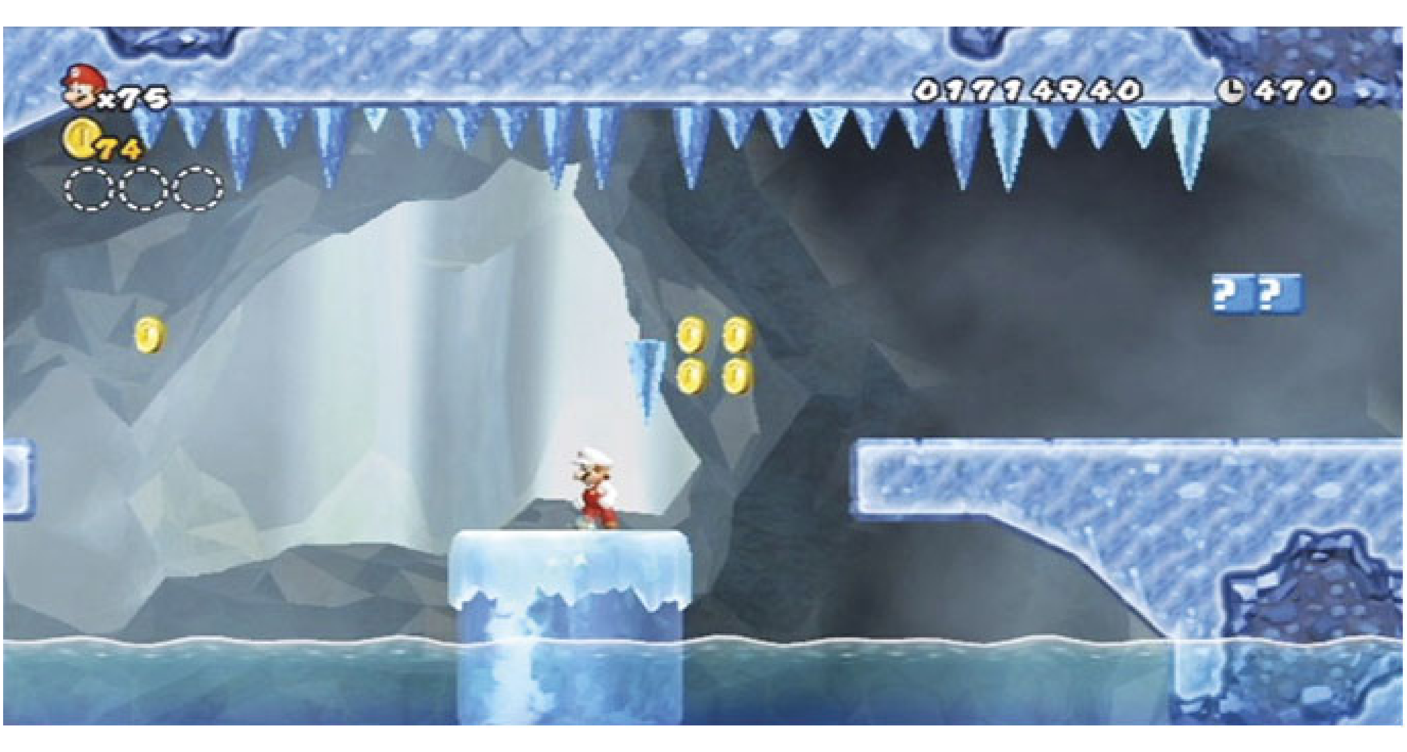






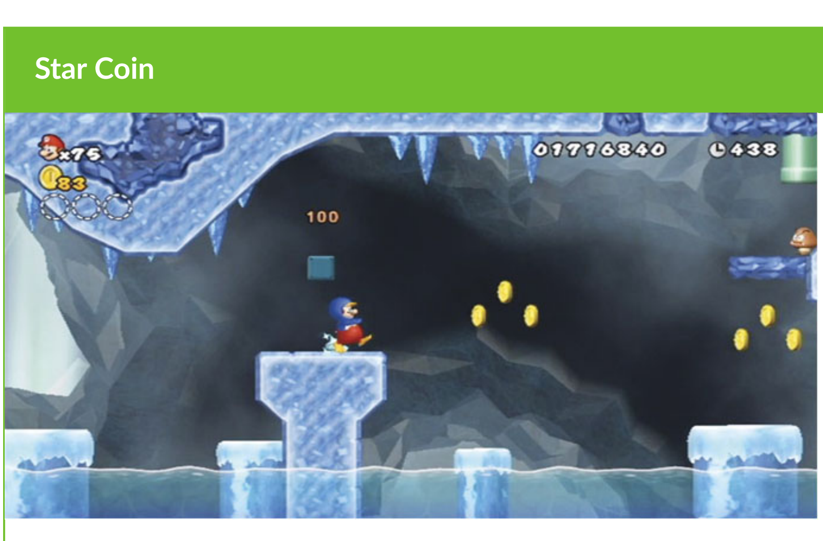


① There's a 1-Up Mushroom hidden inside the Block at the very beginning of the level. Take out the Ice Bro by hitting him from below, then knock the Blocks to reveal the 1-Up Mushroom before going down the pipe.

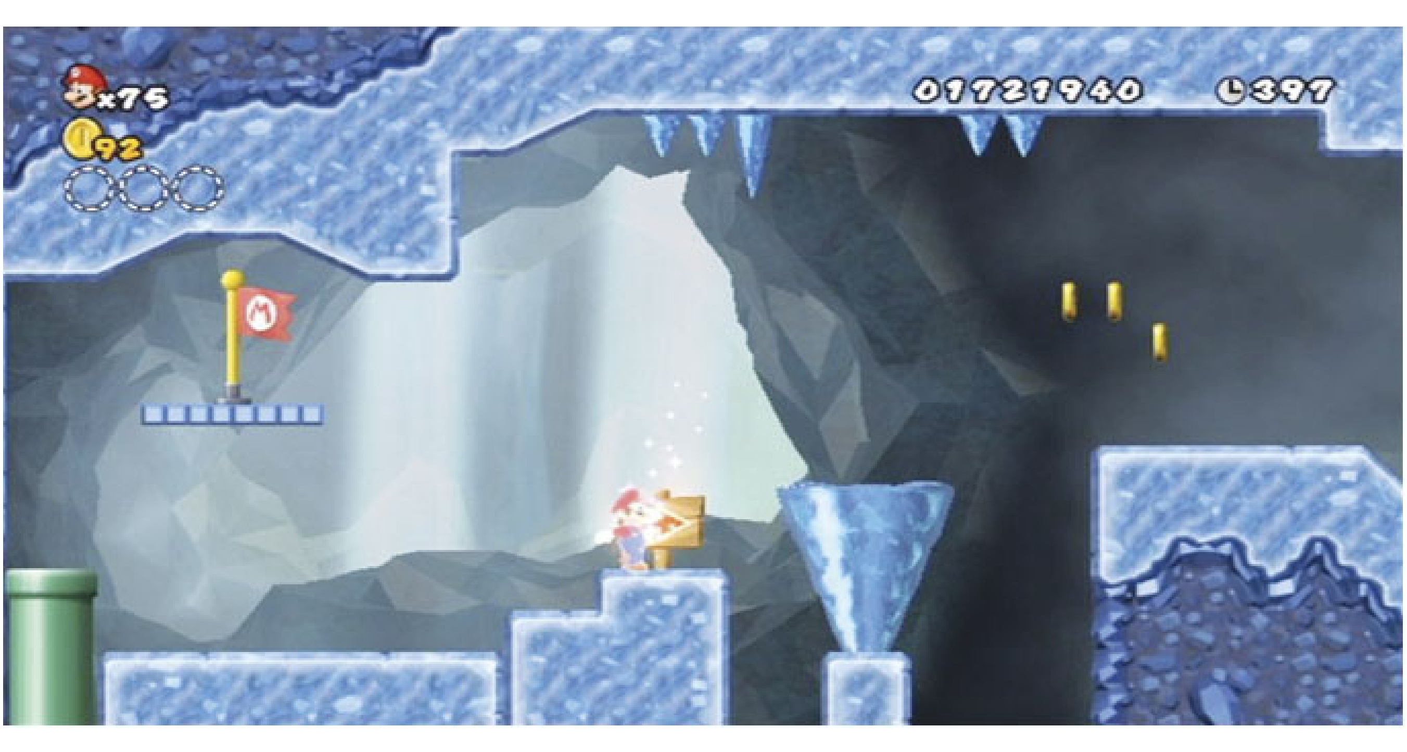


② Stay near the far left side of the floating ice platform to avoid getting hit by the falling icicles.

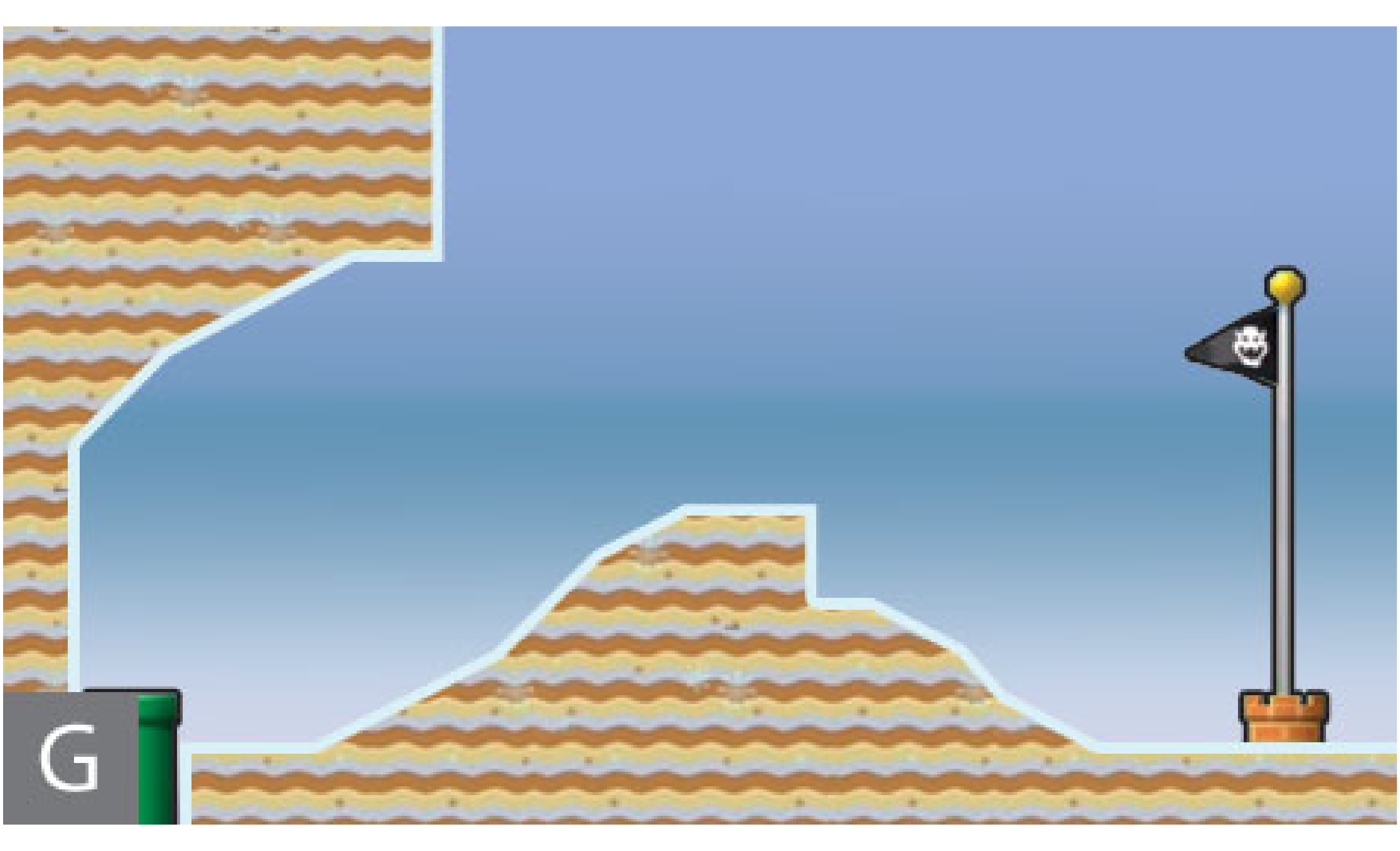
Star Coin



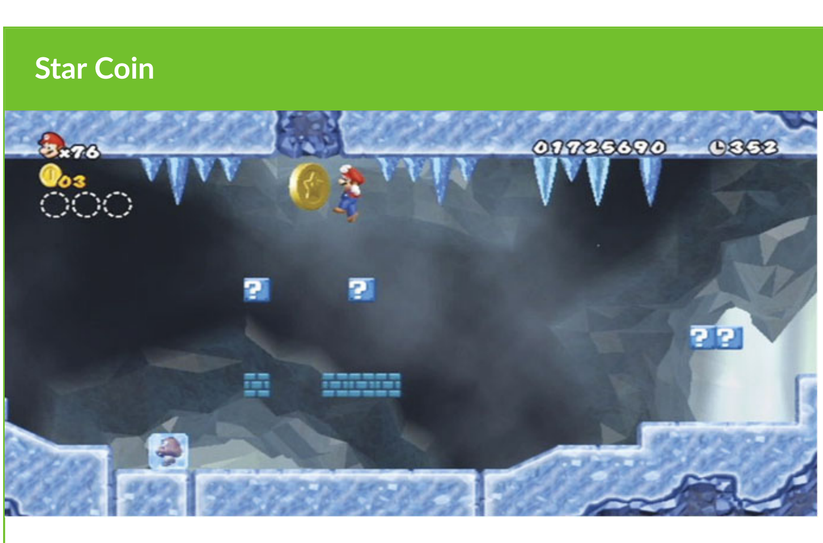
③ The first Star Coin in World 3-3 is hidden inside the pillar at Point 3. Wait for one of the floating platforms to pass through the pillar, then dive into the water and swim through the pillar to grab the Star Coin!



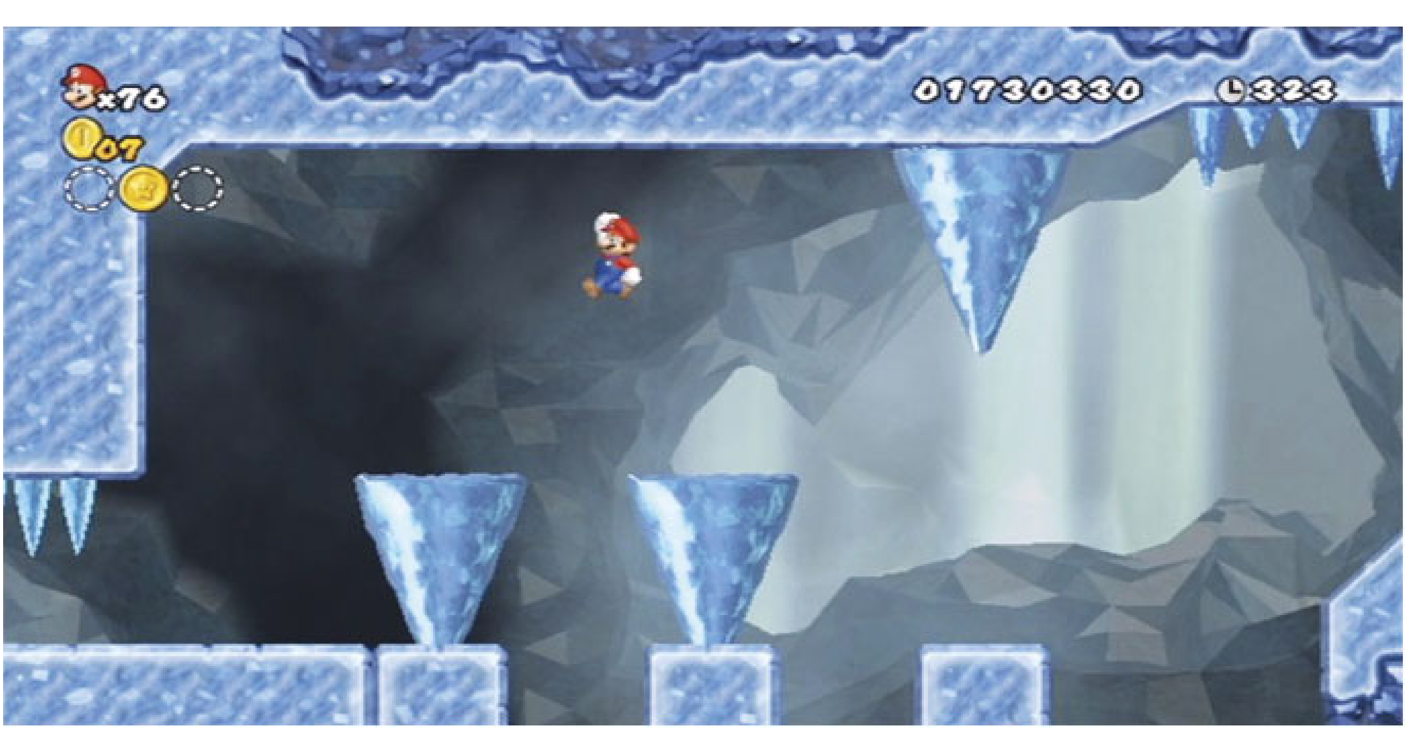
④ Before leaping across the gap, wait for the huge icicle to drop down from above and create a large platform. If you try to jump across before the platform drops, you'll come up short and fall to your death.



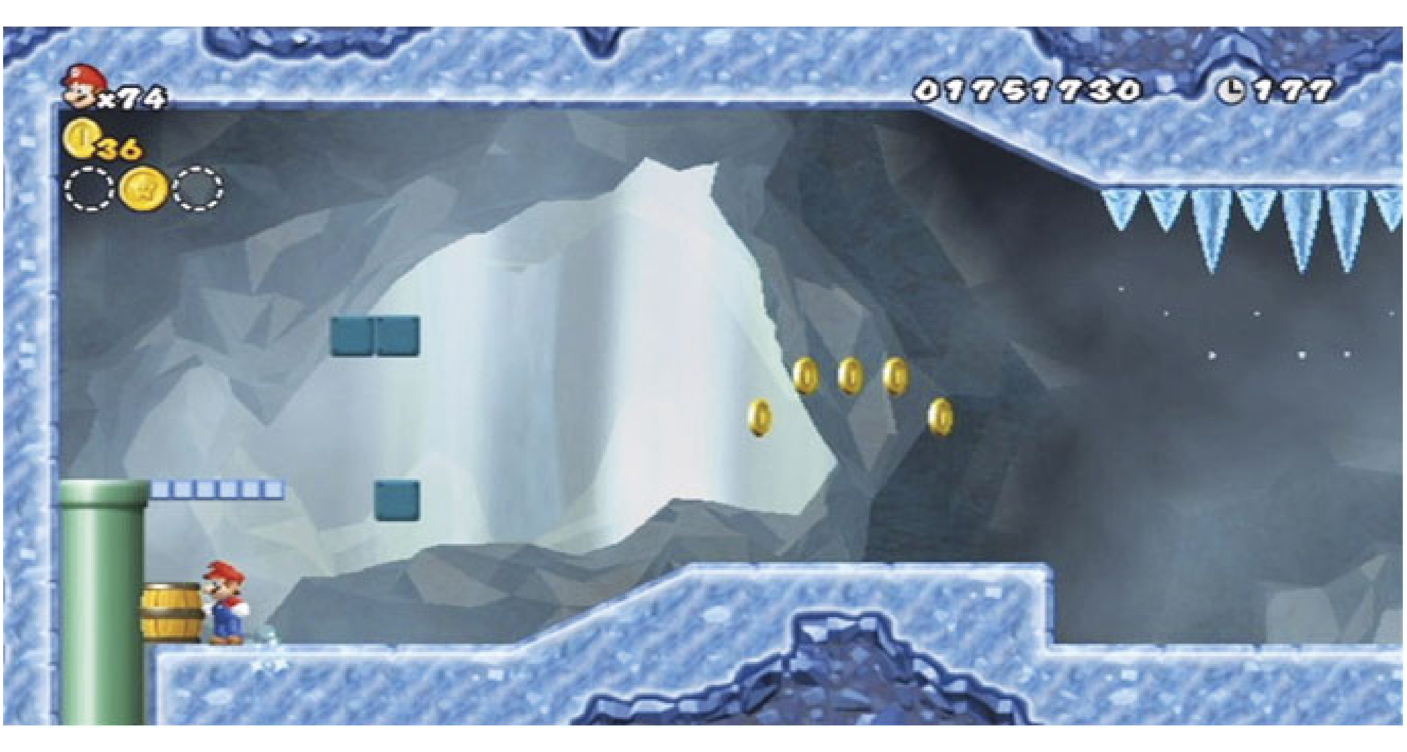
Star Coin



⑤ Take out the Ice Bro from below, then jump onto the remaining Blocks at Point 5. Jump onto the ? Blocks, then hop up to grab the second Star Coin.



⑥ Edge to the right at Point 6 to encourage the icicles above you to drop. When they do, they create three large platforms spanning the gap ahead. The last platform, however, tilts right, so be careful when you're on it. You don't want to slide off the side and fall into the pit.

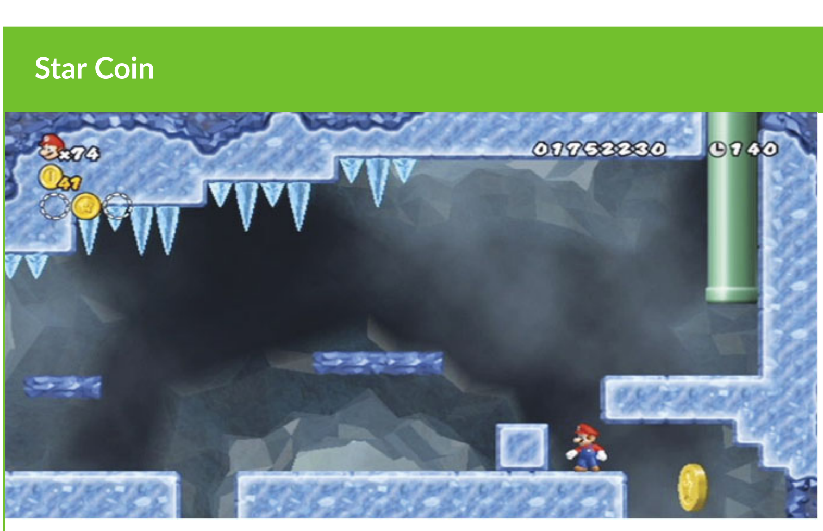


⑦ Beginning at Point 7, get a running start and dash to the right across the rest of the level. As you go, the ceiling's icicles rain down on you. If you maintain top speed you'll stay ahead of the icy death. Don't slow down or the icicles will impale you!

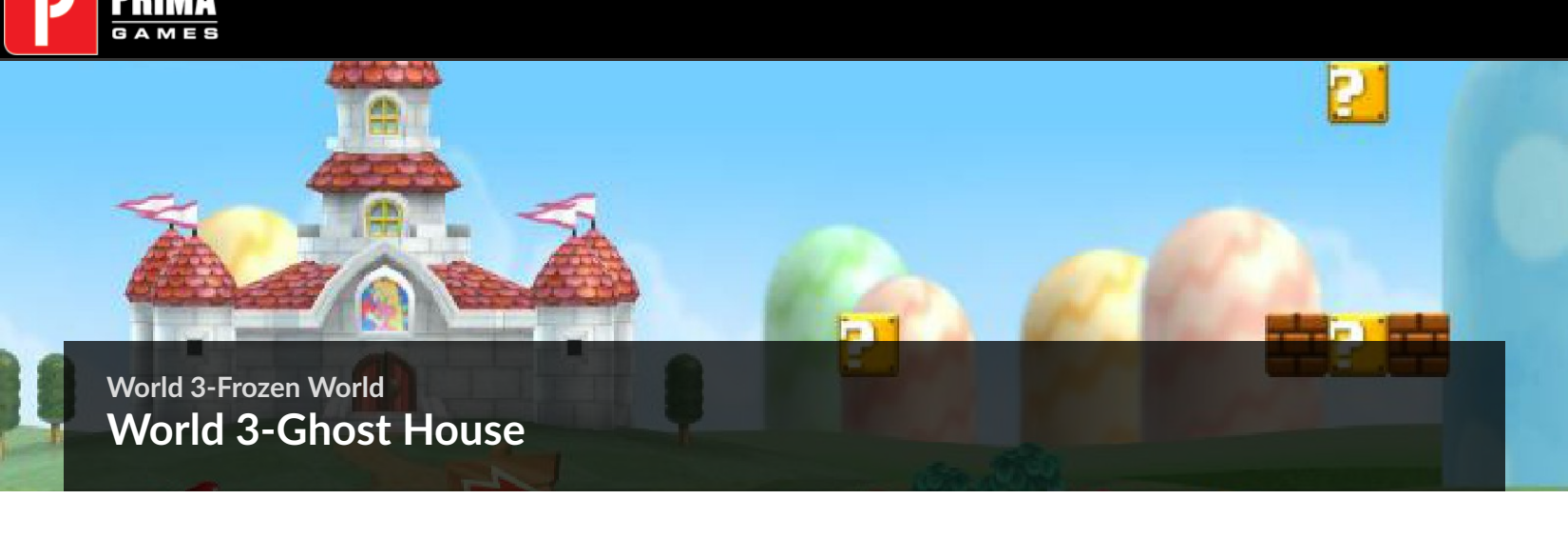
Note

The icicles regenerate. So if you want to go all the way back to Point 7, get a running start and dash left.

Star Coin

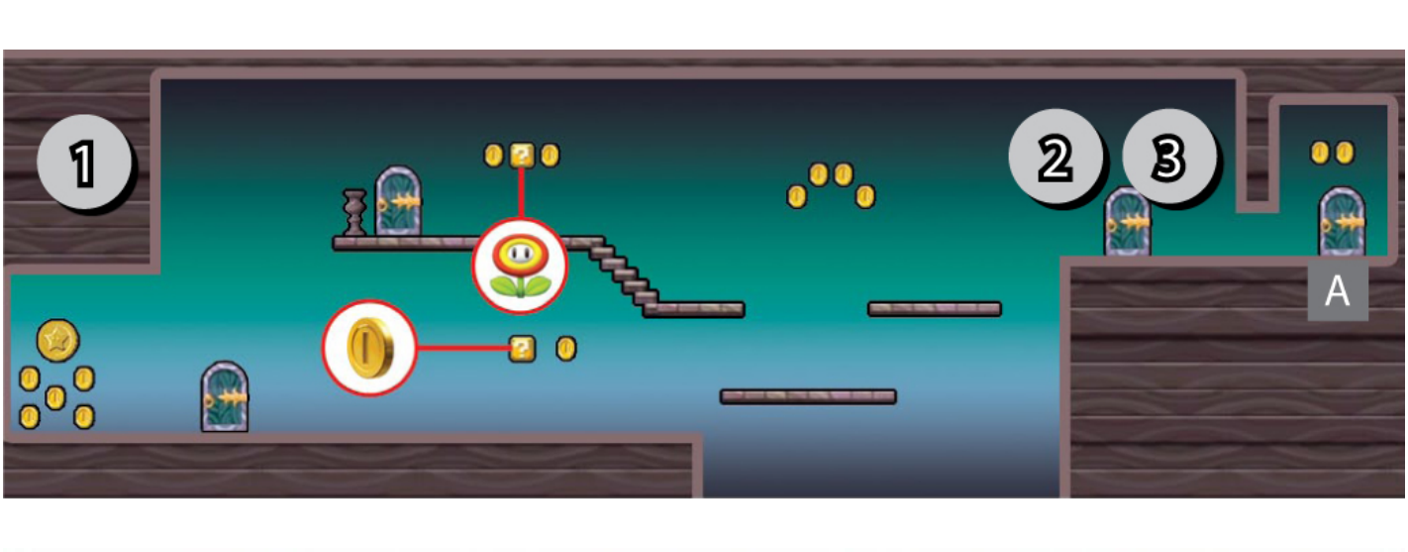


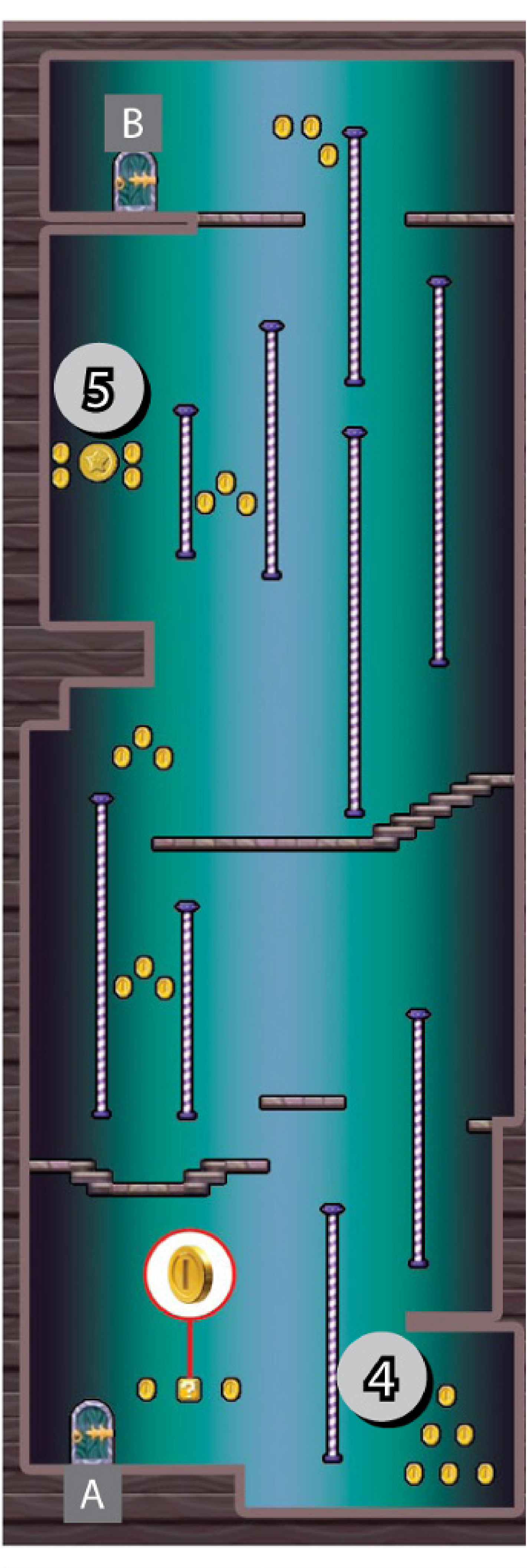
⑧ To grab the Star Coin at Point 8, grab the barrel at Point 7 and carry it all the way to Point 8. Stand to the left of the large block of ice on the left of the Star Coin, then toss the barrel over the right side of the block. It'll roll down into the pit and hit the Star Coin on the way down!

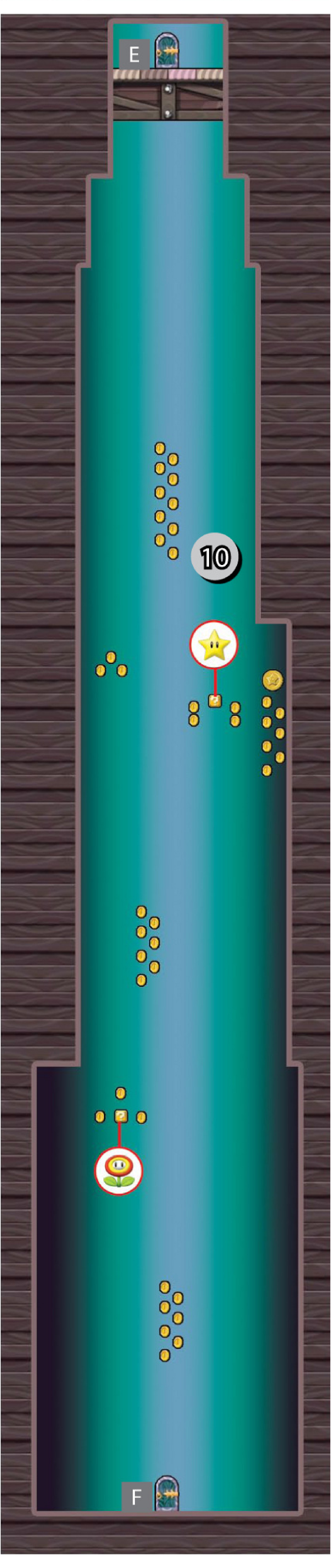


World 3-Frozen World

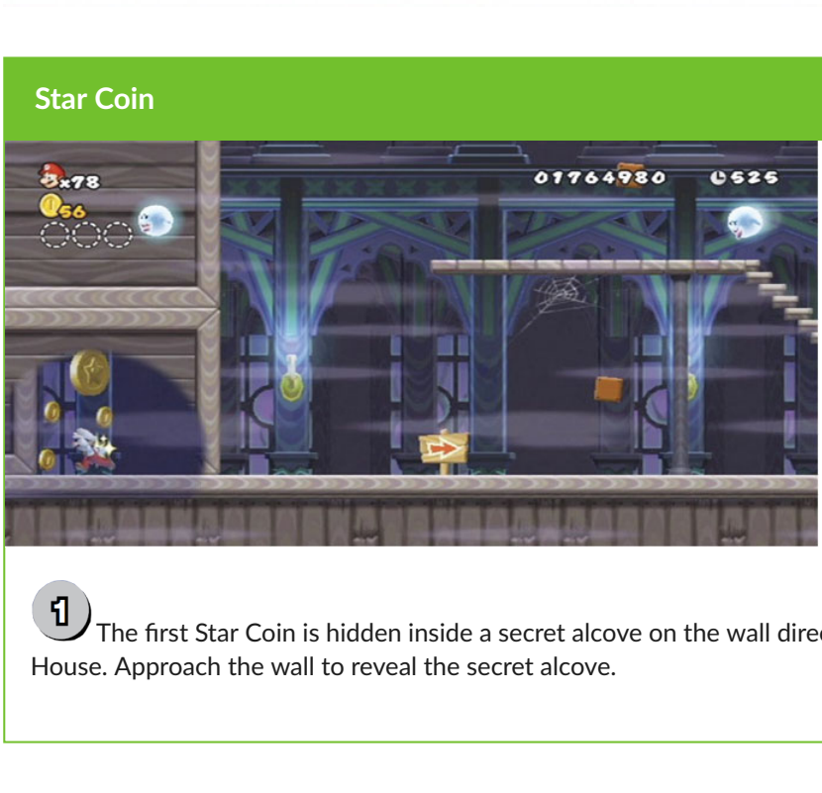
World 3-Ghost House







Star Coin

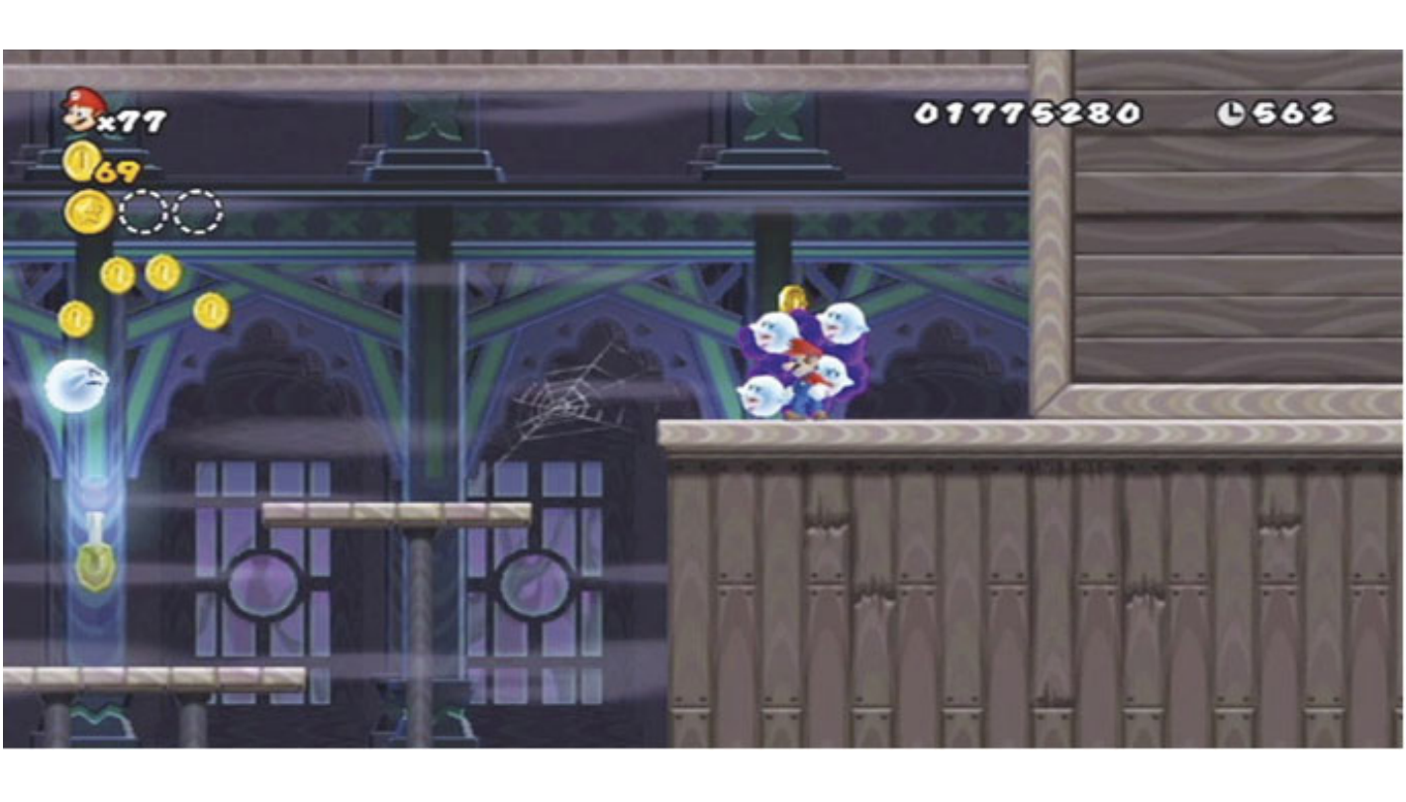


① The first Star Coin is hidden inside a secret alcove on the wall directly to the left of where you enter the Ghost House. Approach the wall to reveal the secret alcove.

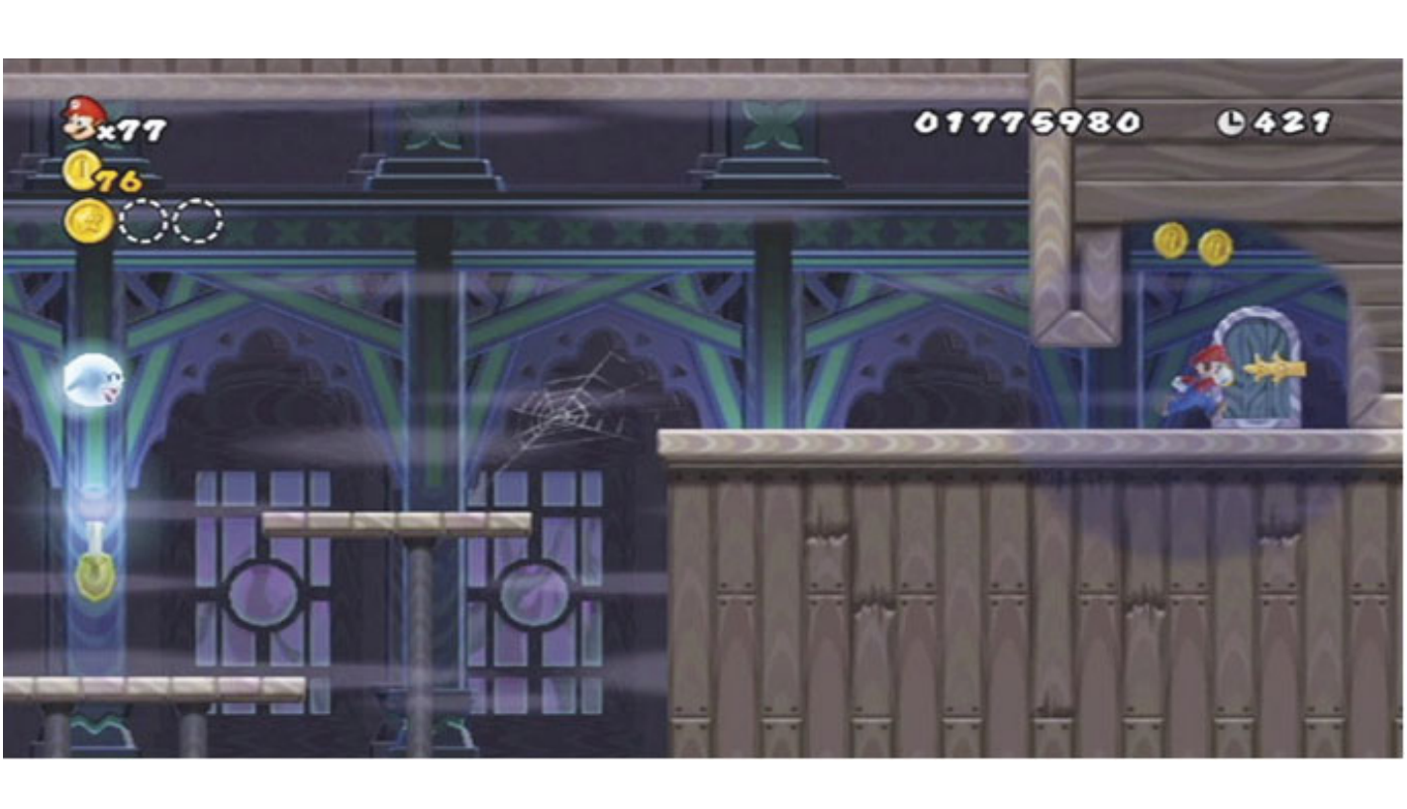
Tip

The Boos in the Ghost Houses will take every opportunity they can to sneak up on you. As soon as you turn around, they'll begin to approach you from behind, but if you face them, they'll stop and cover their eyes,thinking they're invisible.

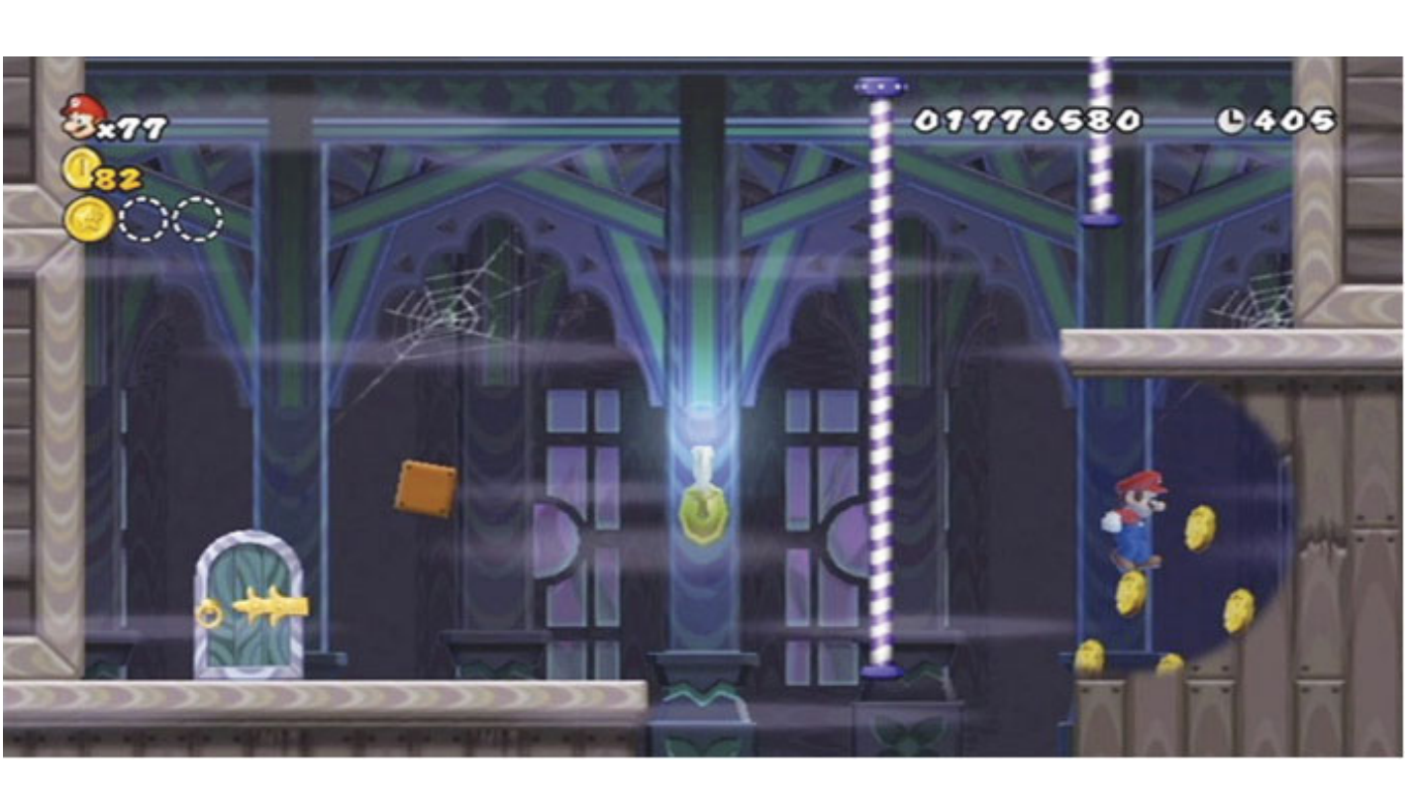
Use their sneaky tendencies against them! Lure them into a position you want them to be in by turning your back to them, then face them when you want them to stop.



② Don't be fooled by the fake doors in Ghost Houses. Many of them are nothing more than decoys, but at least they'll give you a coin!

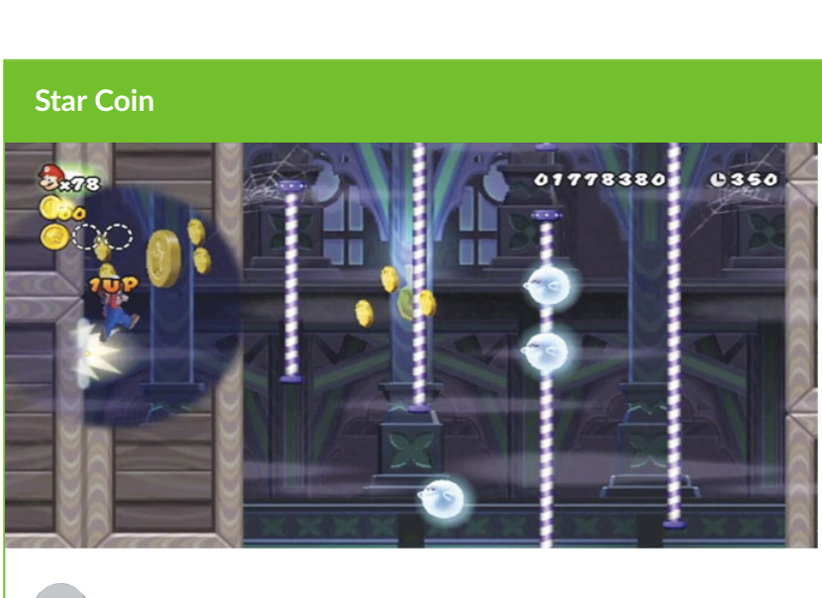


③ The exit out of the first room is hidden inside a secret alcove in the top-right corner of the room. Approach the wall on the right and it'll disappear, giving way to a new door!



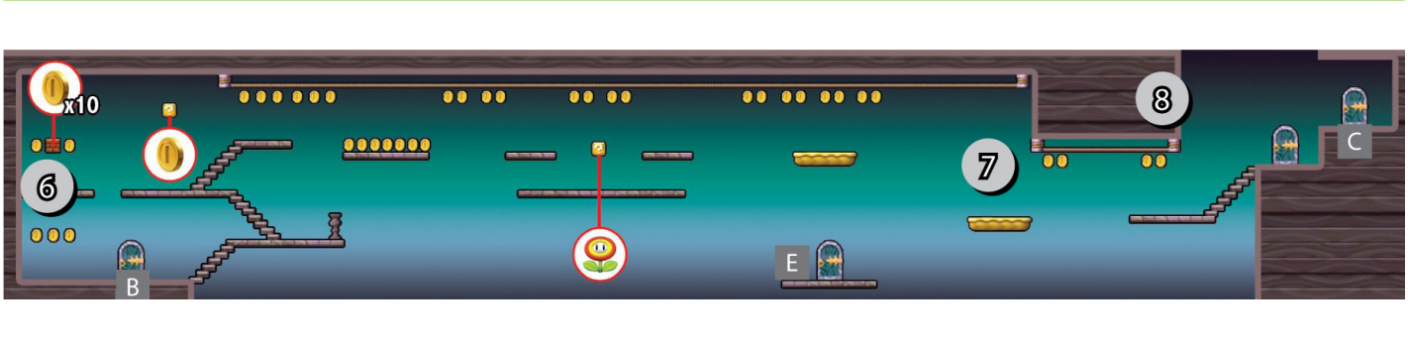
④ There's a secret area on the right, just after you pass through the door in Point 3. Explore the right wall and you'll find that it reveals a small niche with several coins.

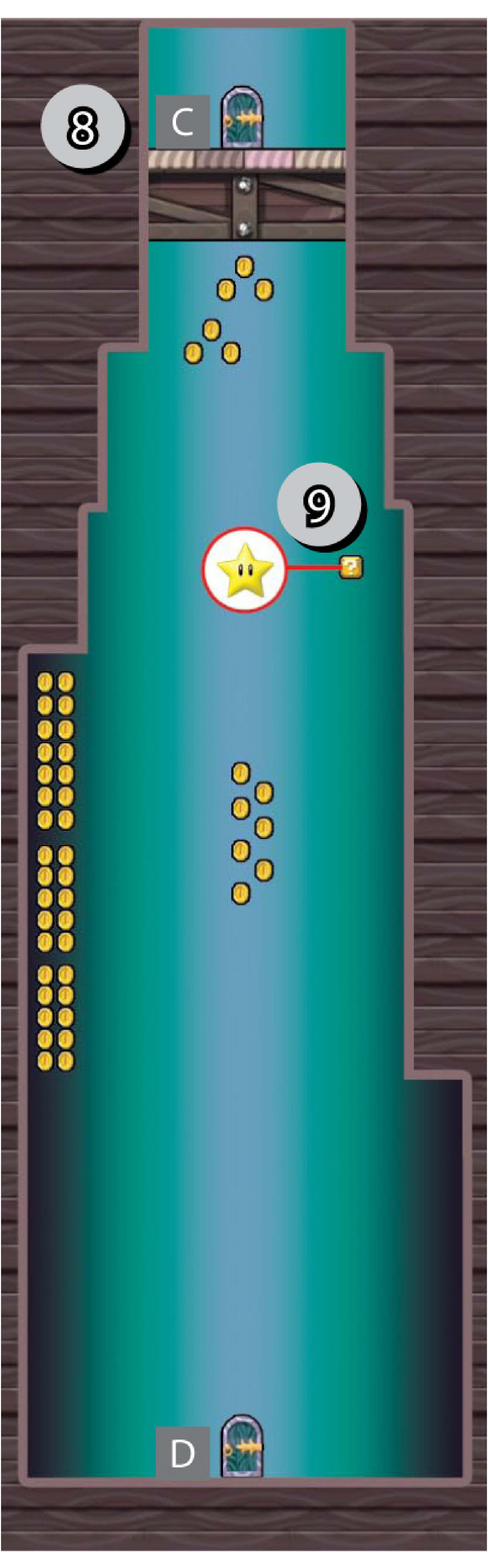
Star Coin

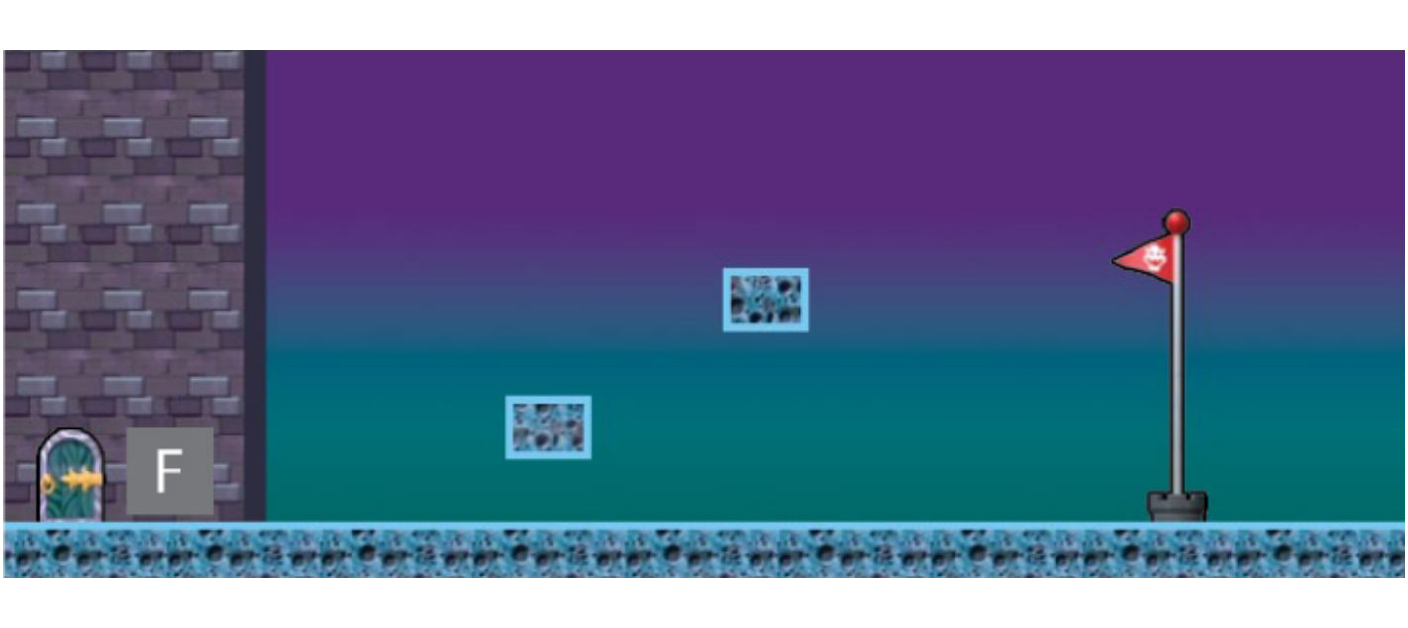


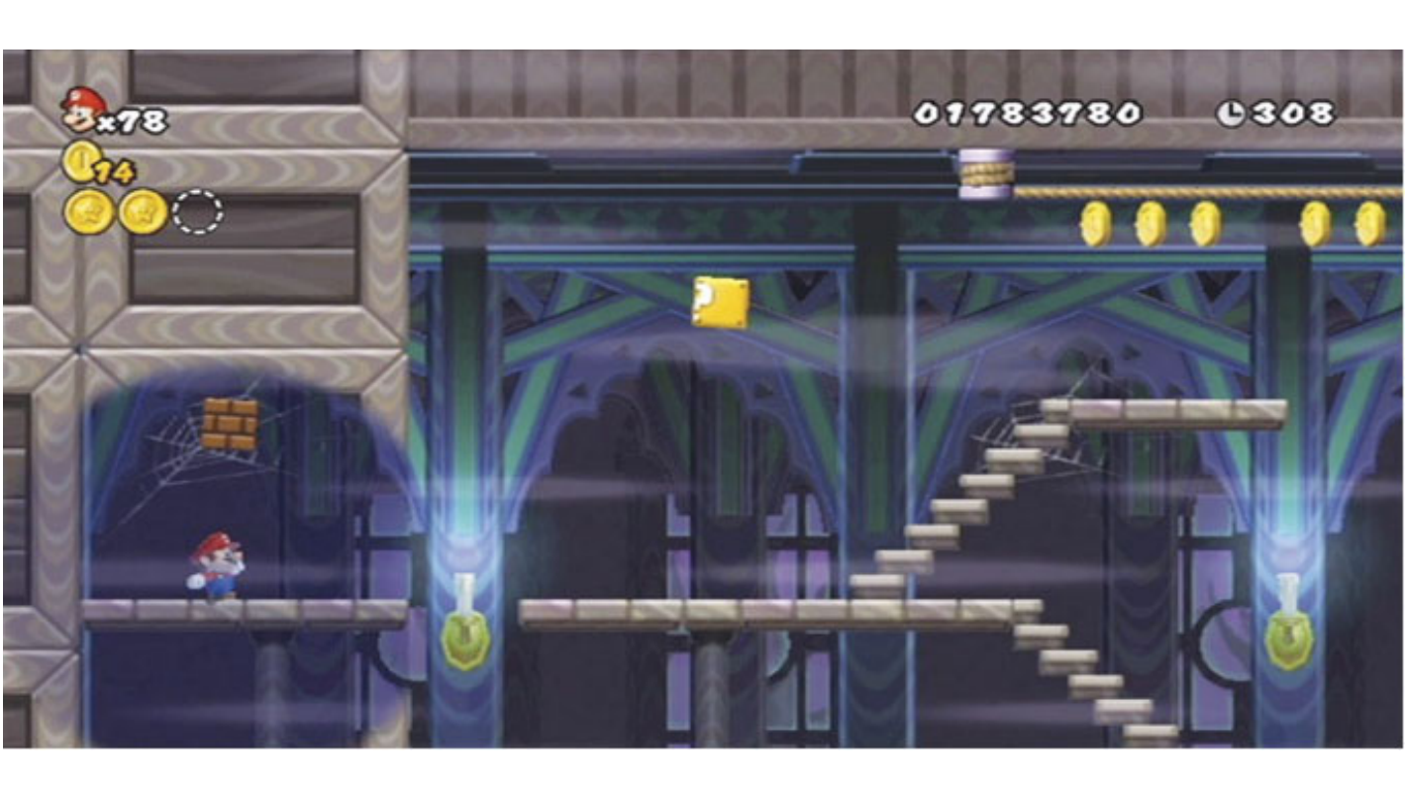
⑤ The second Star Coin is inside the left wall, after passing into the second area. Climb up the purple striped poles to Point 5, then leap from pole to pole until you're on the pole on the far left. From there, jump left toward the wall to find the secret area.

If you don't reach the Star Coin on your first jump, Wall-Jump off the wall on the left—inside the secret area—and grab the coin on the way up!



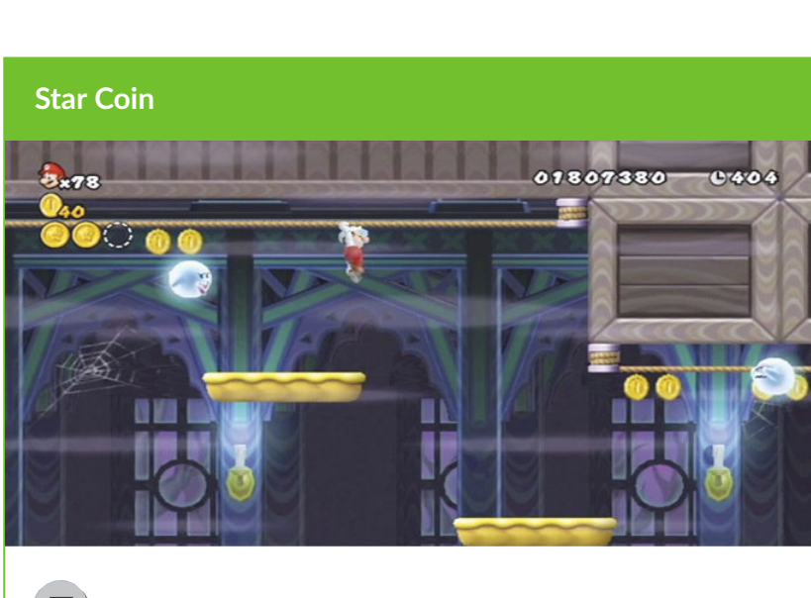






⑥ After passing through the second door, explore the left wall at Point 6 to find a Block with several coins.

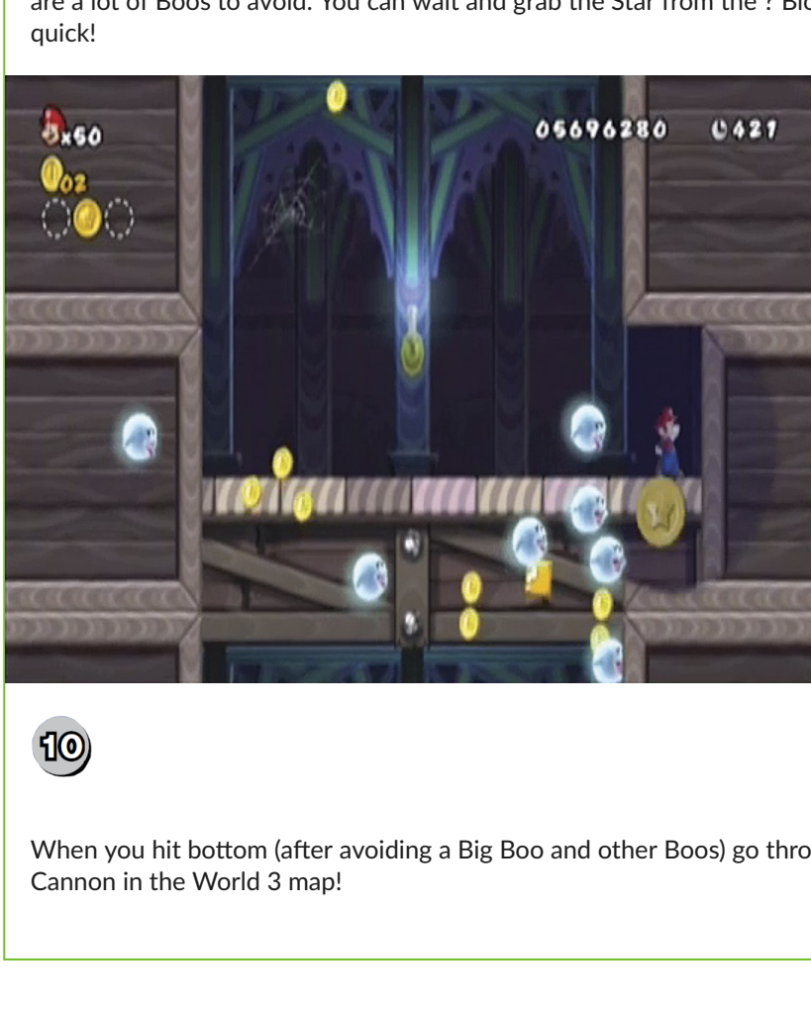
Star Coin



⑦ Use the rope at Point 7 to cross the room to the right until you reach the yellow platforms. Drop down onto the first platform and ride it all the way to the right. Hop down to the next platform, then jump left to a small ledge. The ledge has a hidden door.

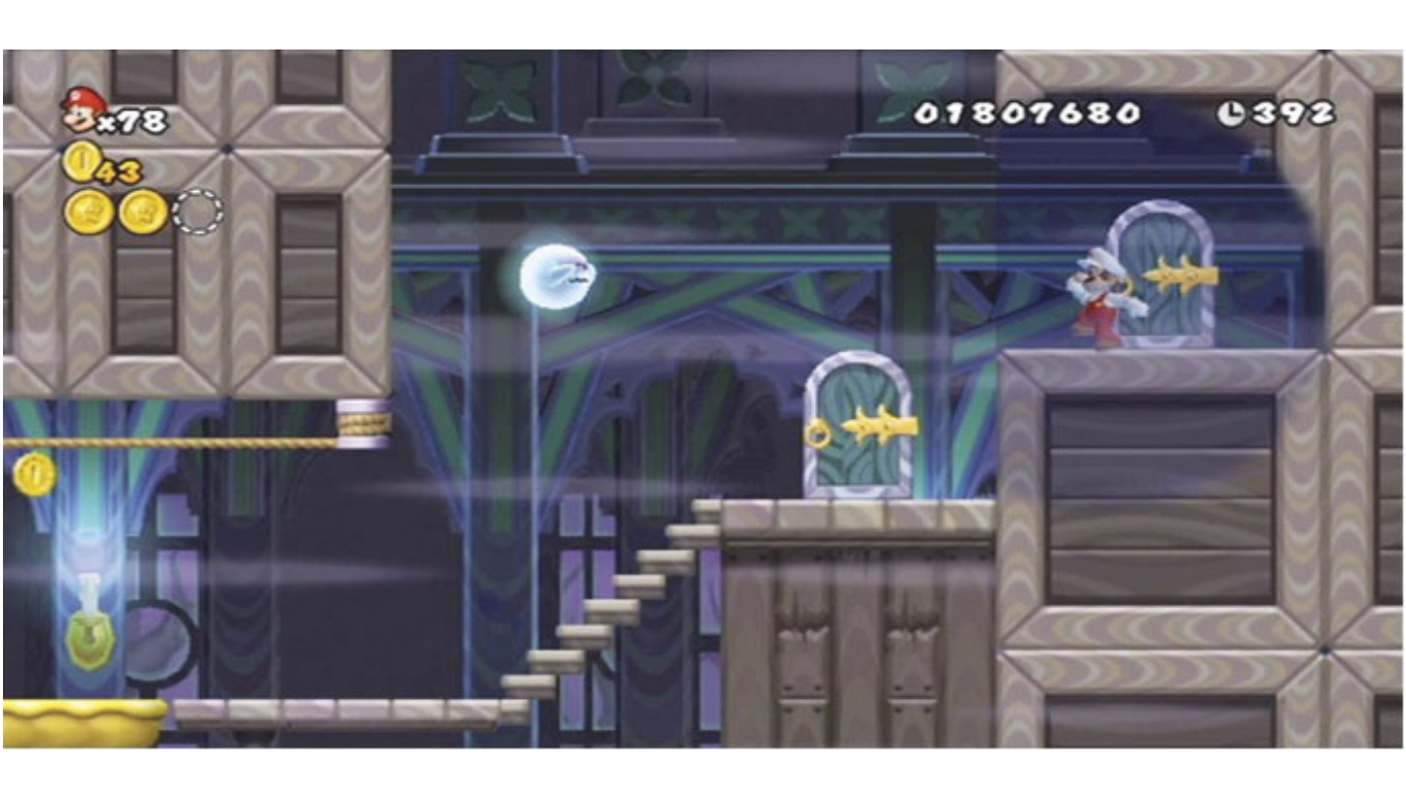
Go through it and you'll end up on a platform that will start to lower. Boos surround you so quickly look side to side to keep them at bay until you can get to a wall. As the platform descends move from edge to edge so the Boos are gathered on one side of you, which makes them easier to avoid.

The platform will suddenly drop quickly, when it stops you can grab the Star Coin in the hidden area to the right but there are a lot of Boos to avoid. You can wait and grab the Star from the ? Block and then hop back for the Star Coin, but be quick!

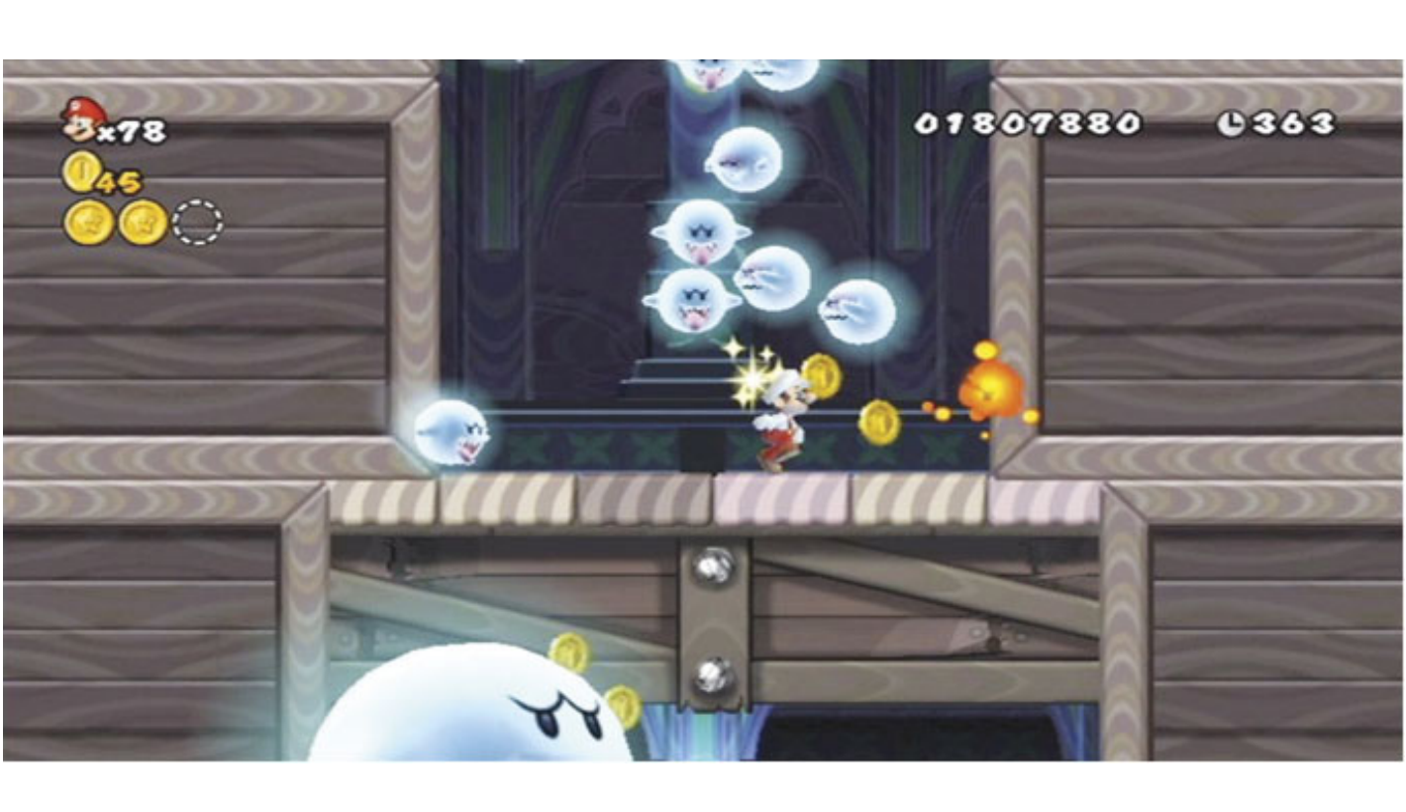


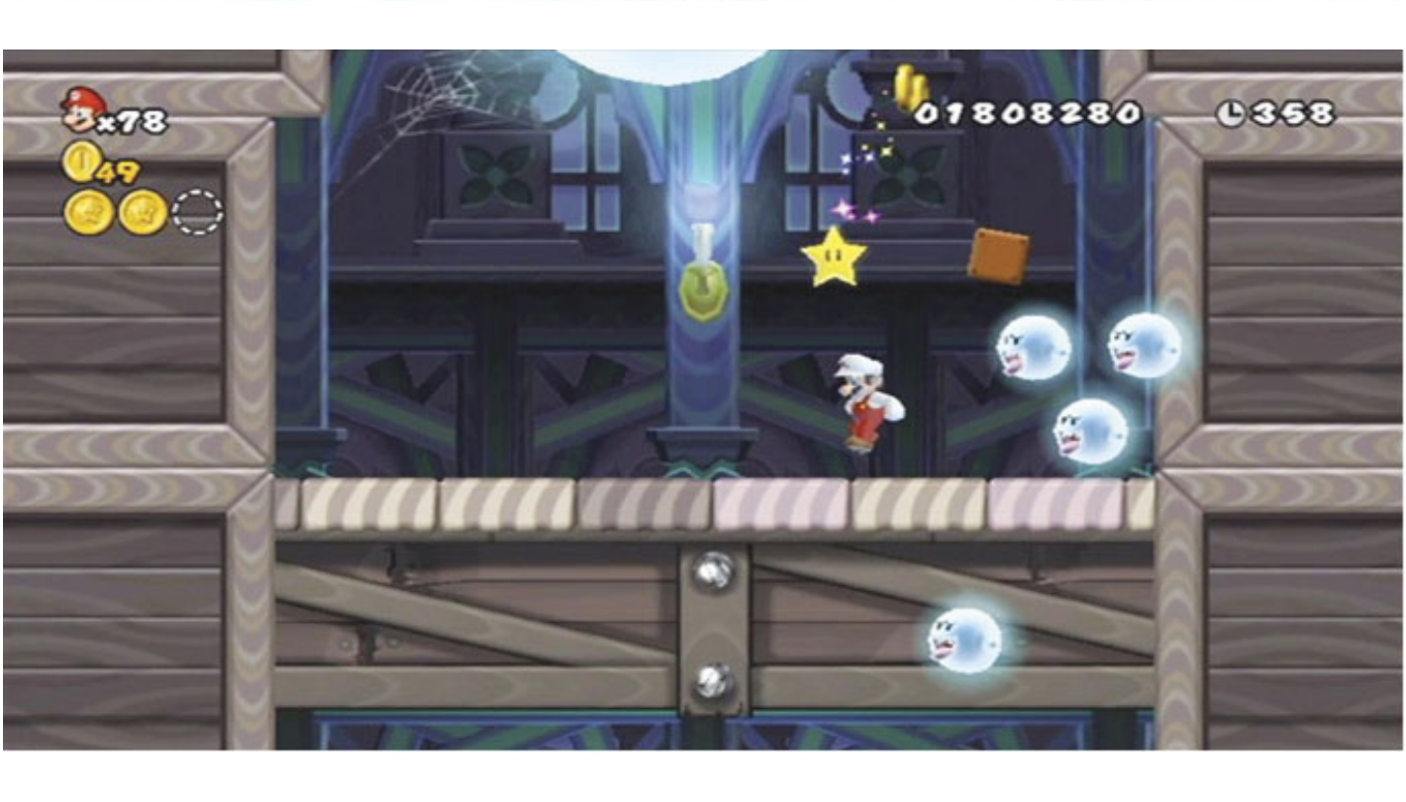
⑩

When you hit bottom (after avoiding a Big Boo and other Boos) go through the door and exit the level. This will open the Cannon in the World 3 map!



⑧ Jump up to the secret ledge on the right to find a hidden door. Go through it to enter the next area. Stand at the center of the platform as it drops and rapidly turn left and right to keep the Boos from getting too close. If they do, dash to one side of the platform and lure them there. Turn to face them so they'll stop moving, then dash to the opposite side of the ledge to keep them at a distance.

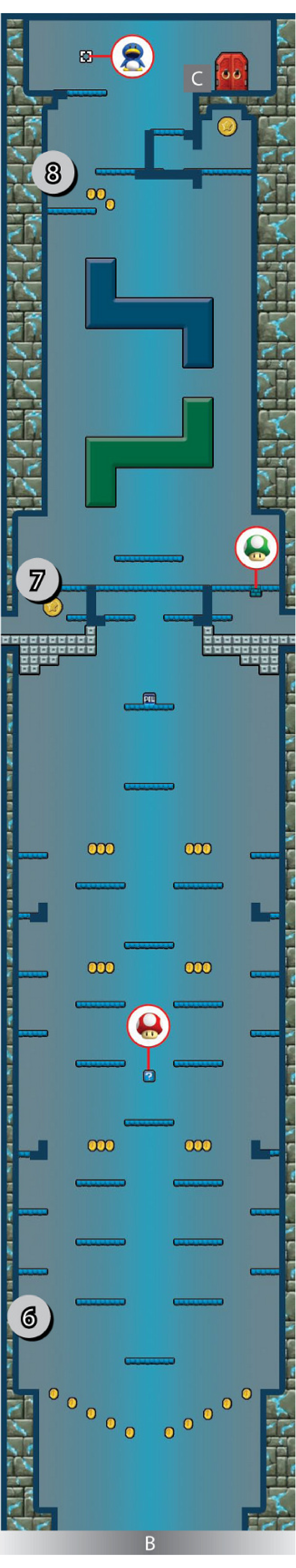


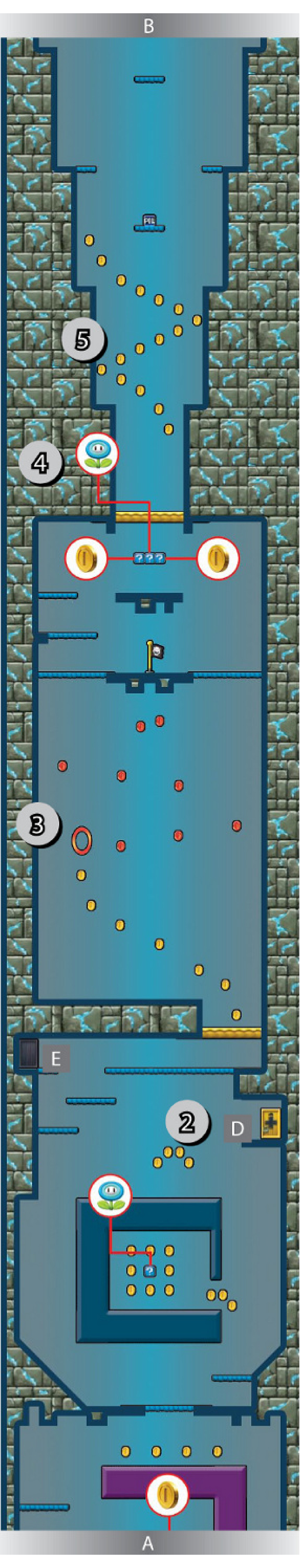


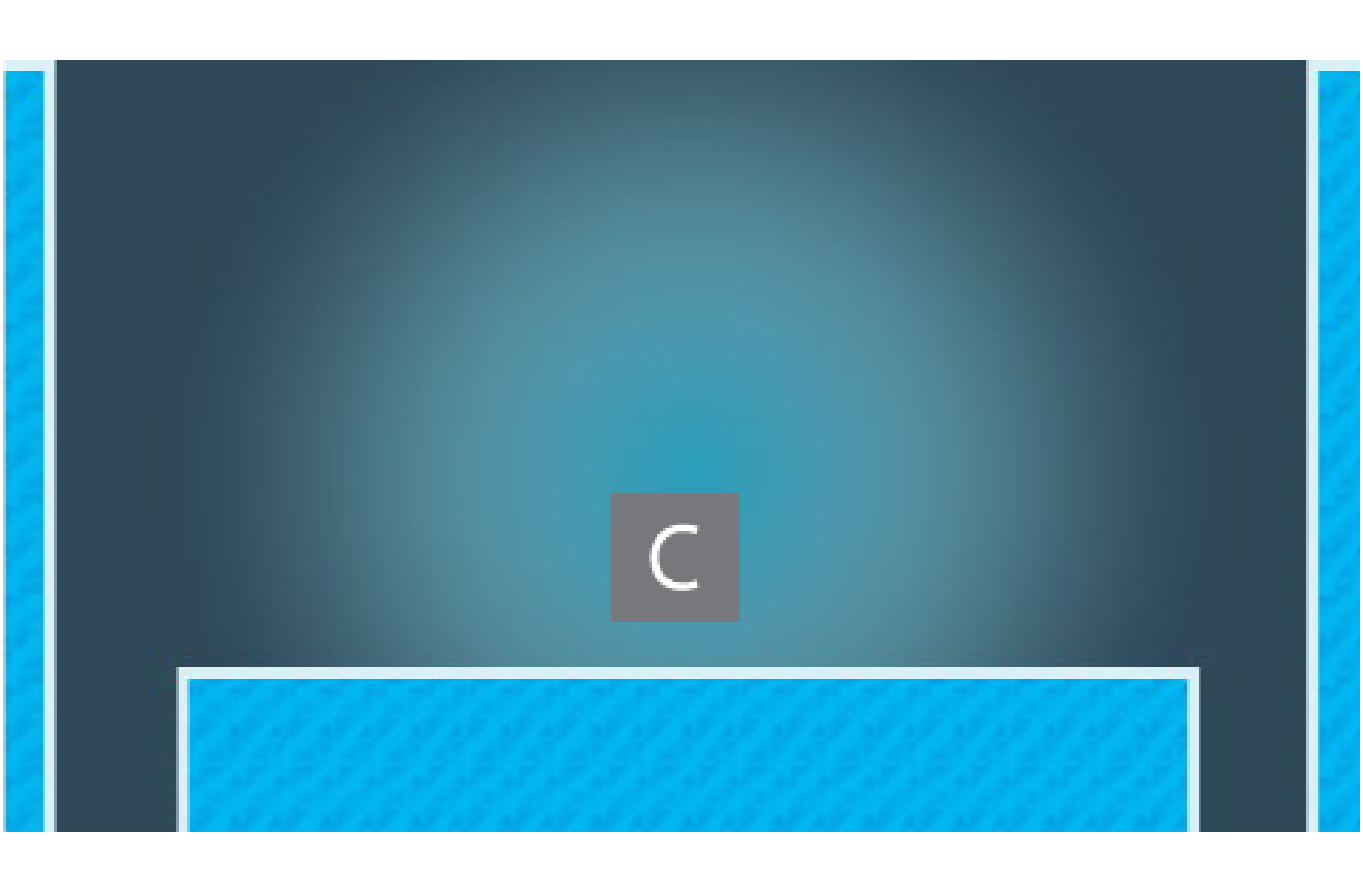
⑨ After the first sharp drop, hit the ? Block on the right and grab the Star. While under its effect, you'll be invincible, so hit as many Boos as you can!

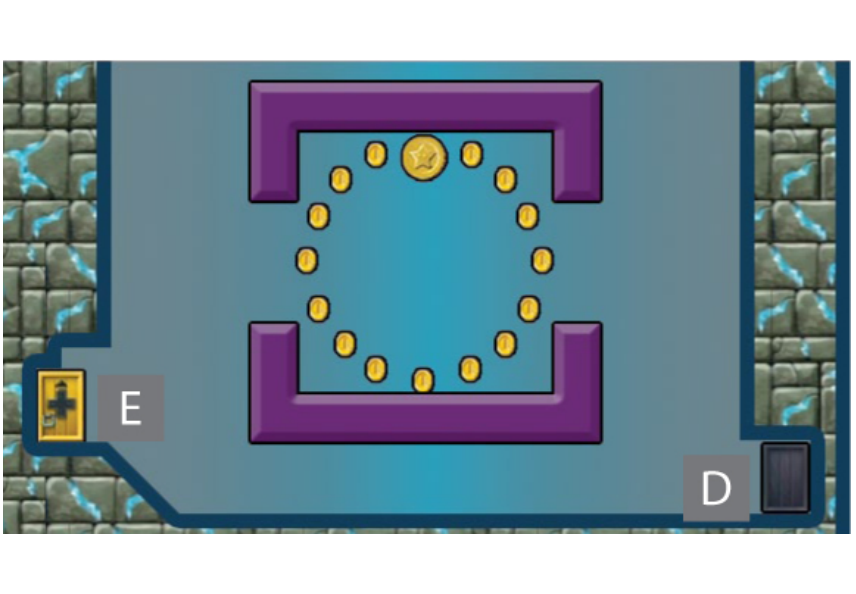
After grabbing the Star, edge to the far left of the platform to enter a secret section in the wall. When the platform drops sharply a second time, you'll pick up dozens of coins on the way down!

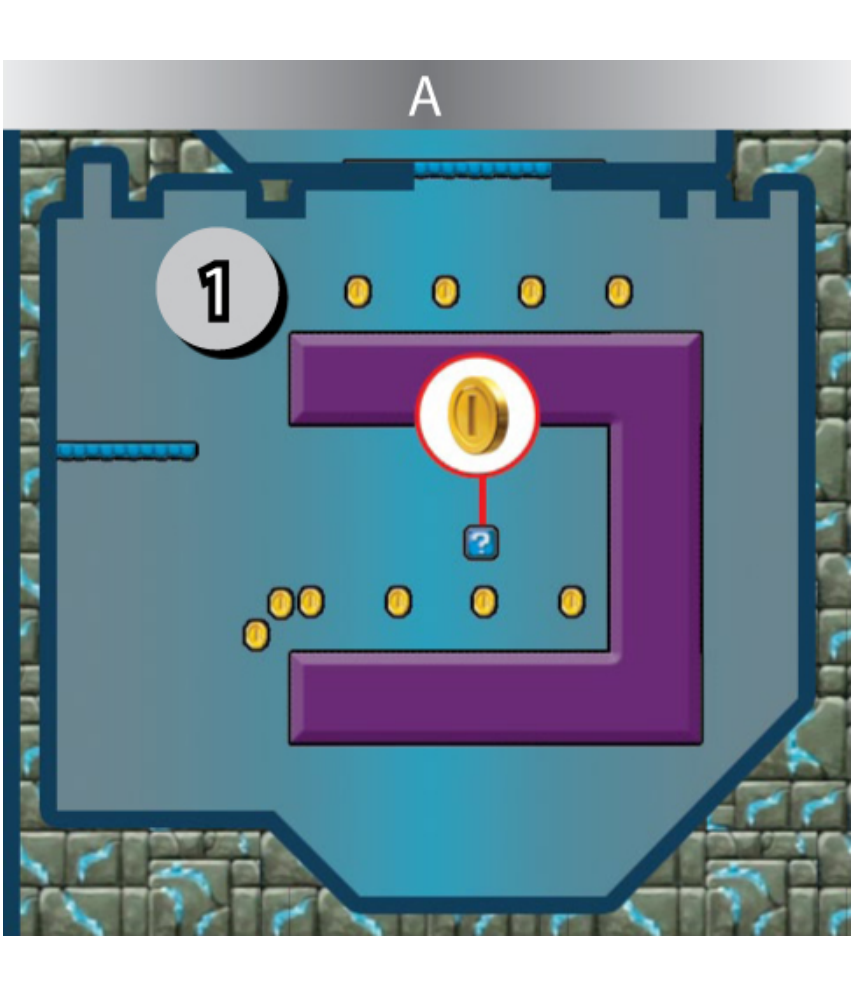
World 3-Tower

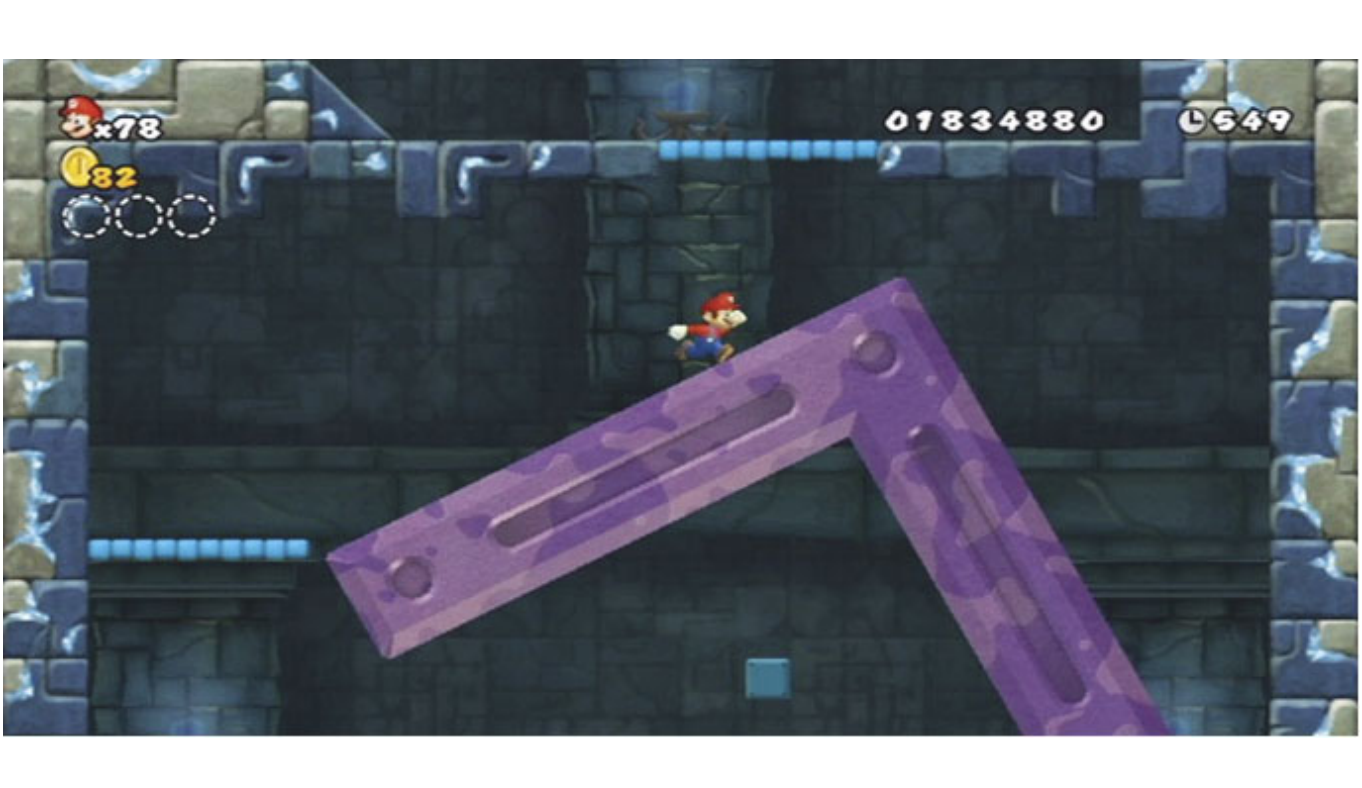






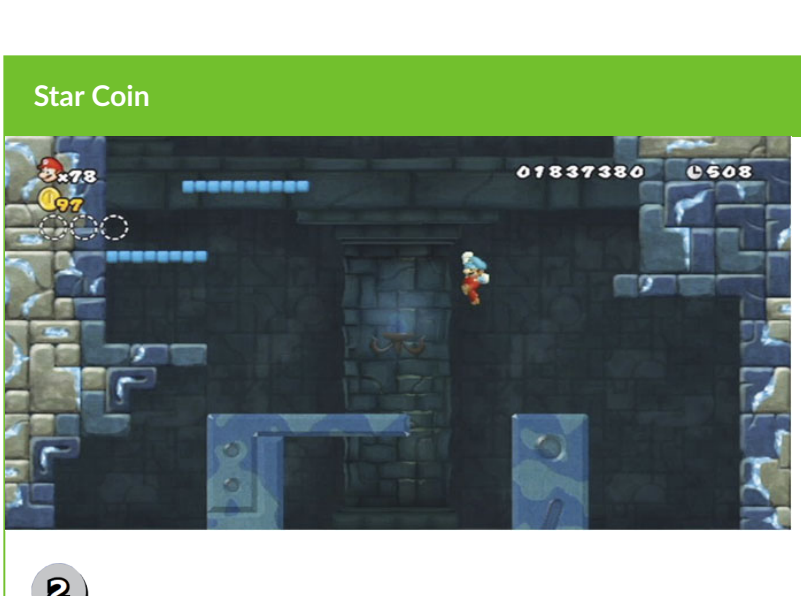






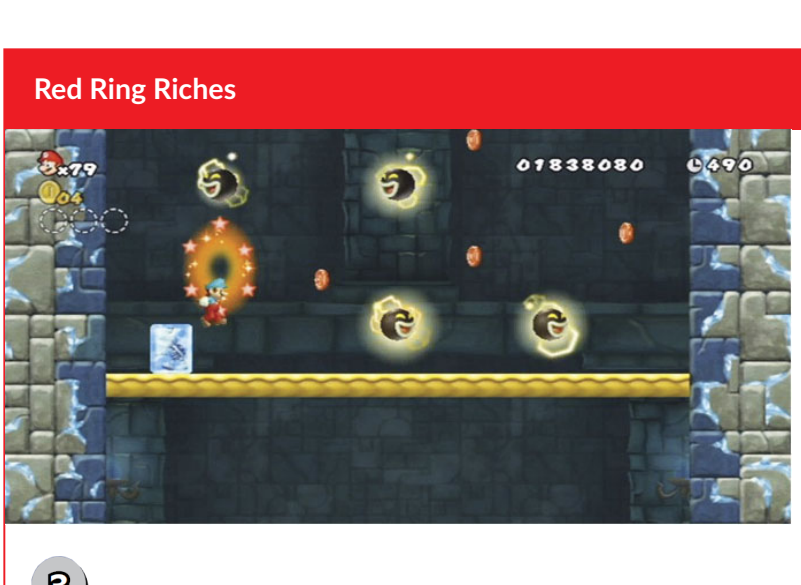
1 Wait for the large, purple, U-shaped structure to spin around and then jump onto the outside of it. Run in the opposite direction it spins to climb higher onto the structure, then jump up through the platform above you.

Star Coin



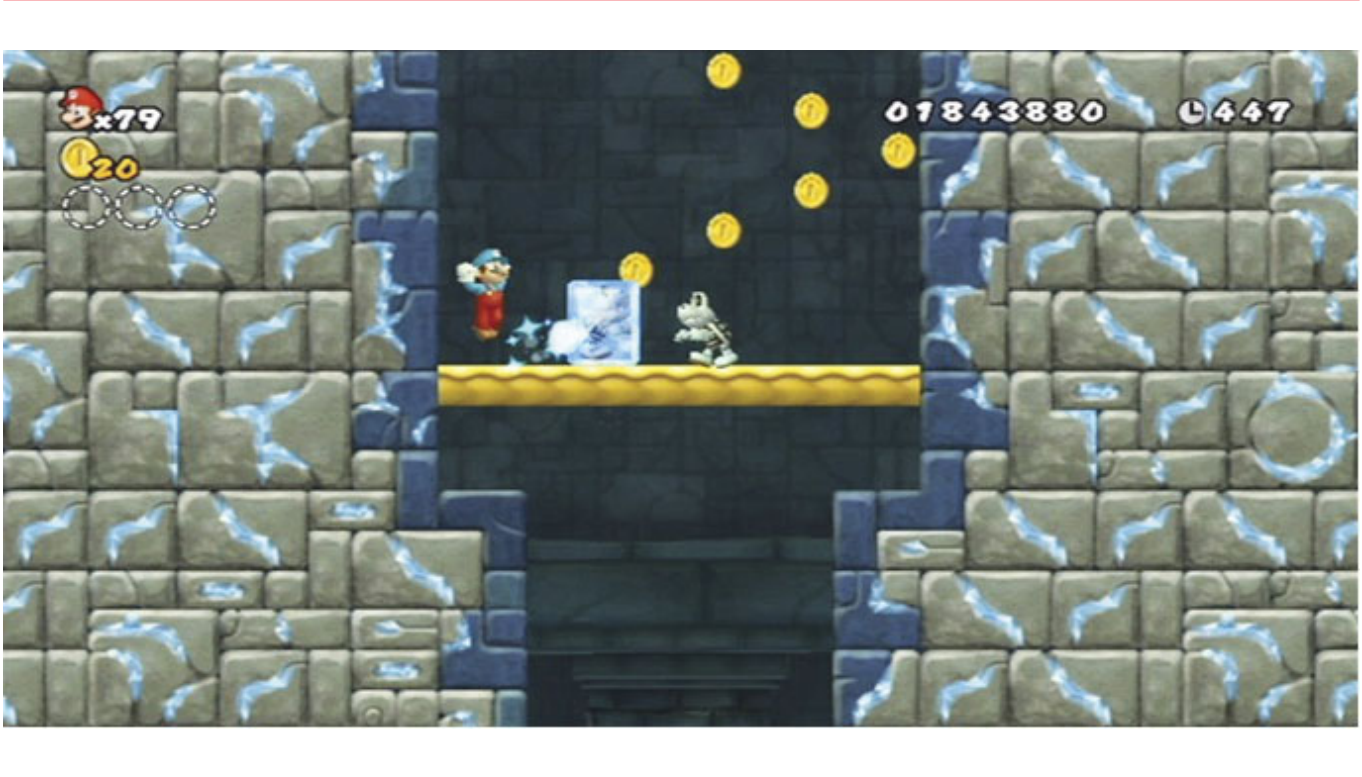
2 As the blue structure at Point 2 spins around, jump up and to the right. Land on the small ledge above the structure, along the right wall to find a secret door that leads to...

Red Ring Riches



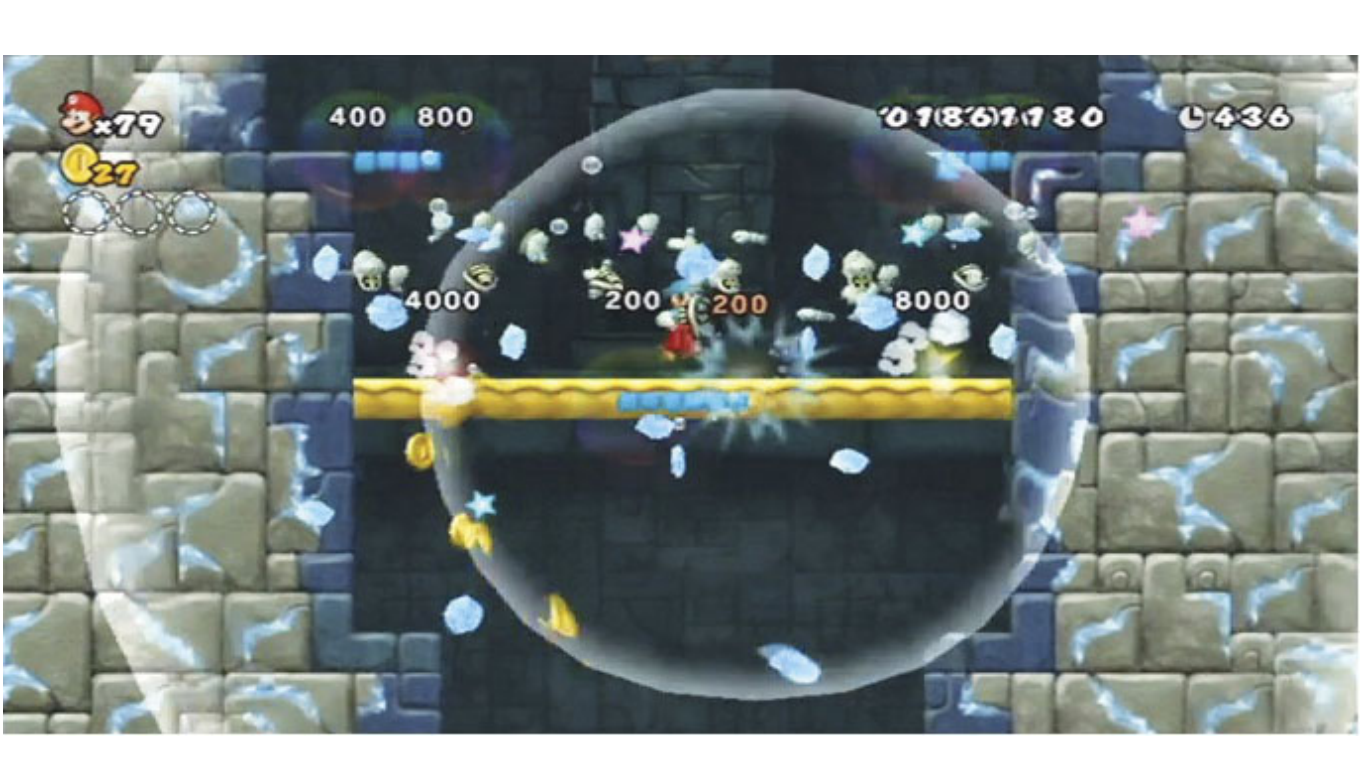
3 After you reach the yellow platform, edge over to the left of the platform and hit the Red Ring. The red coins appear between several Amps! Wait for the platform to lift you slightly above the first two Amps, then dash right to grab the first two red coins.

Immediately stop and dash right as the platform continues to rise, and grab the next few coins as you go. Continue zigzagging between the Amps until you collect all eight red coins.

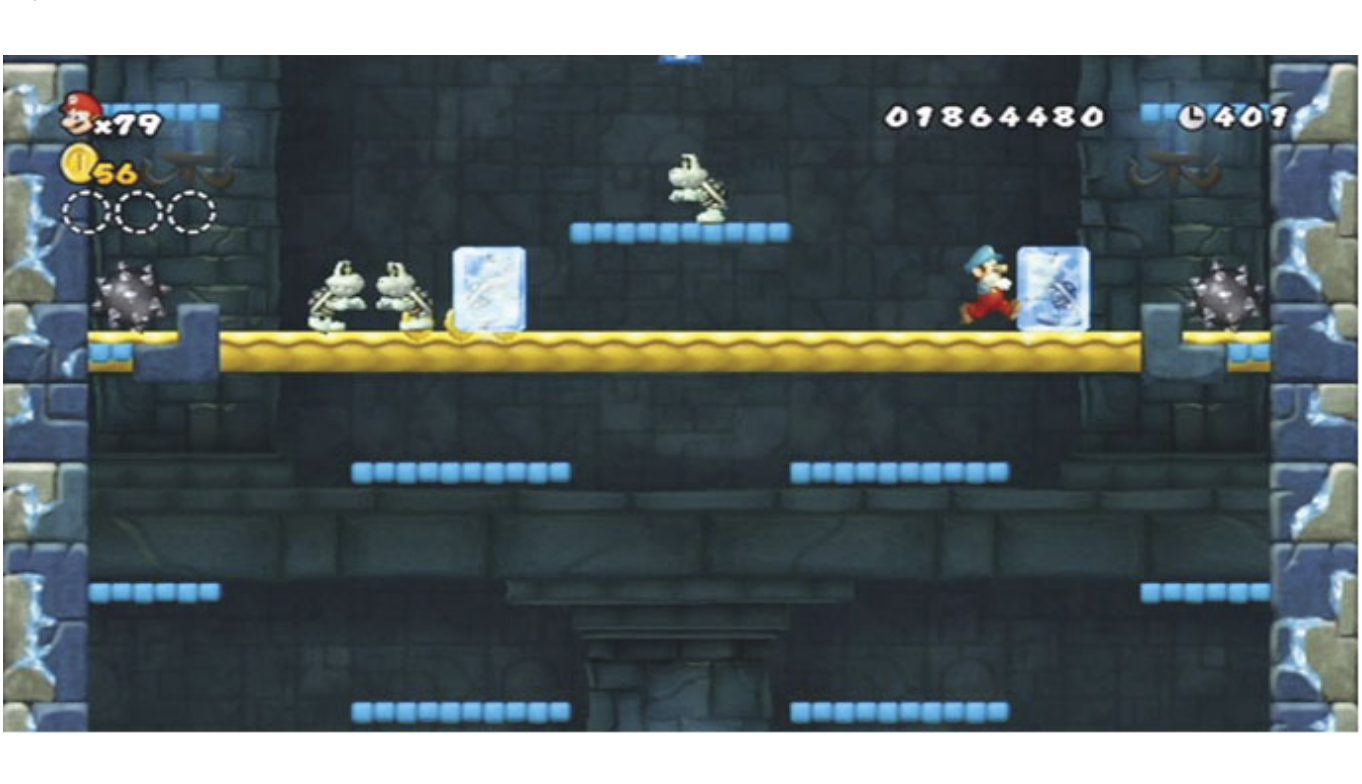


4 Grab the power-up before getting onto the next yellow rising platform and stand near the middle. As you ride it upward, it'll pick up several Dry Bones along the way. If you have the Ice Flower power-up, freeze them with a snowball and then pick up the frozen bones and smash them.

If you don't freeze them first, simply pounce on their heads and crumble them. But beware; they'll eventually get back up!

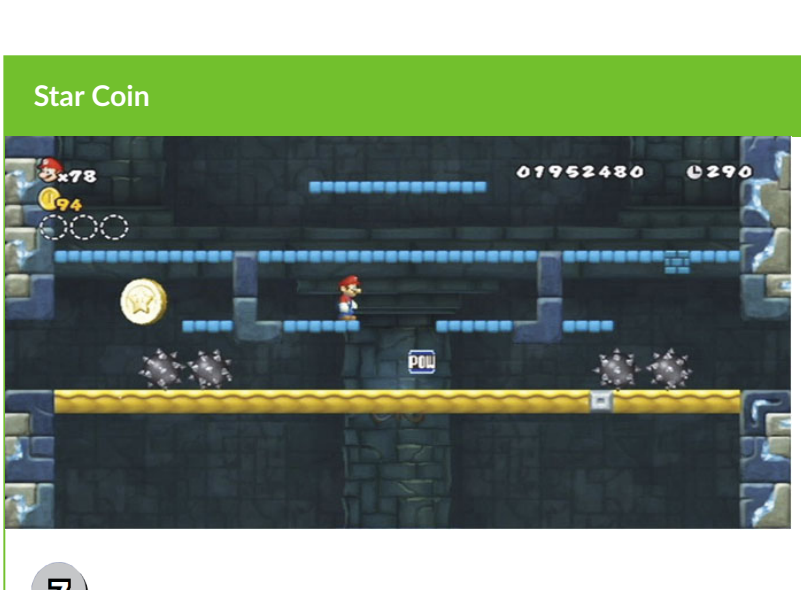


5 Pick up the POW Block at Point 5 and carry it up with you. Wait until you pick up several more Dry Bones, then drop it to put all of the bones to rest.



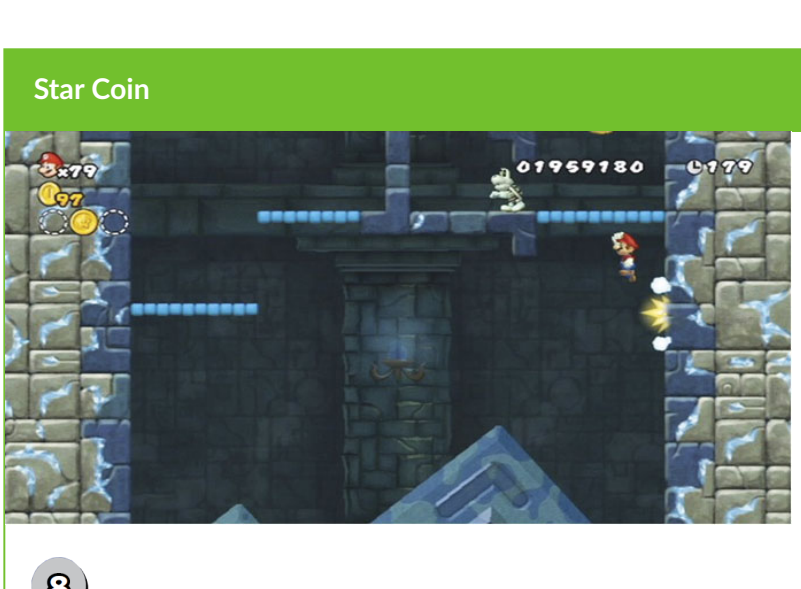
6 When you reach Point 6, the platform will begin to pick up spiked balls. There's no way for you to eliminate them other than with the POW Block that appears, but don't get rid of them just yet. You'll need them to grab the next Star Coin.

Star Coin

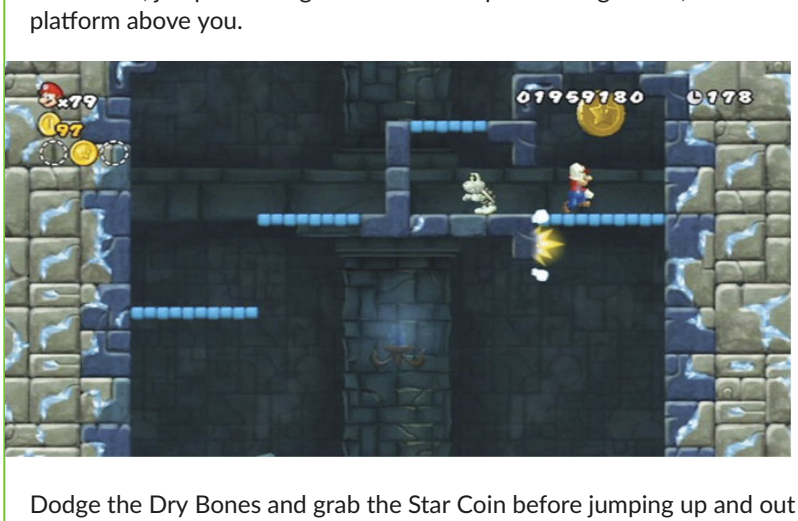


7 Dodge the spiked balls long enough to reach Point 7 and let them crush the gray blocks on both sides of the platform. After they clear the gray blocks, drop the POW Block and get rid of the spiked balls. Dash to the left, underneath the Star Coin, and jump up to grab it!

Star Coin

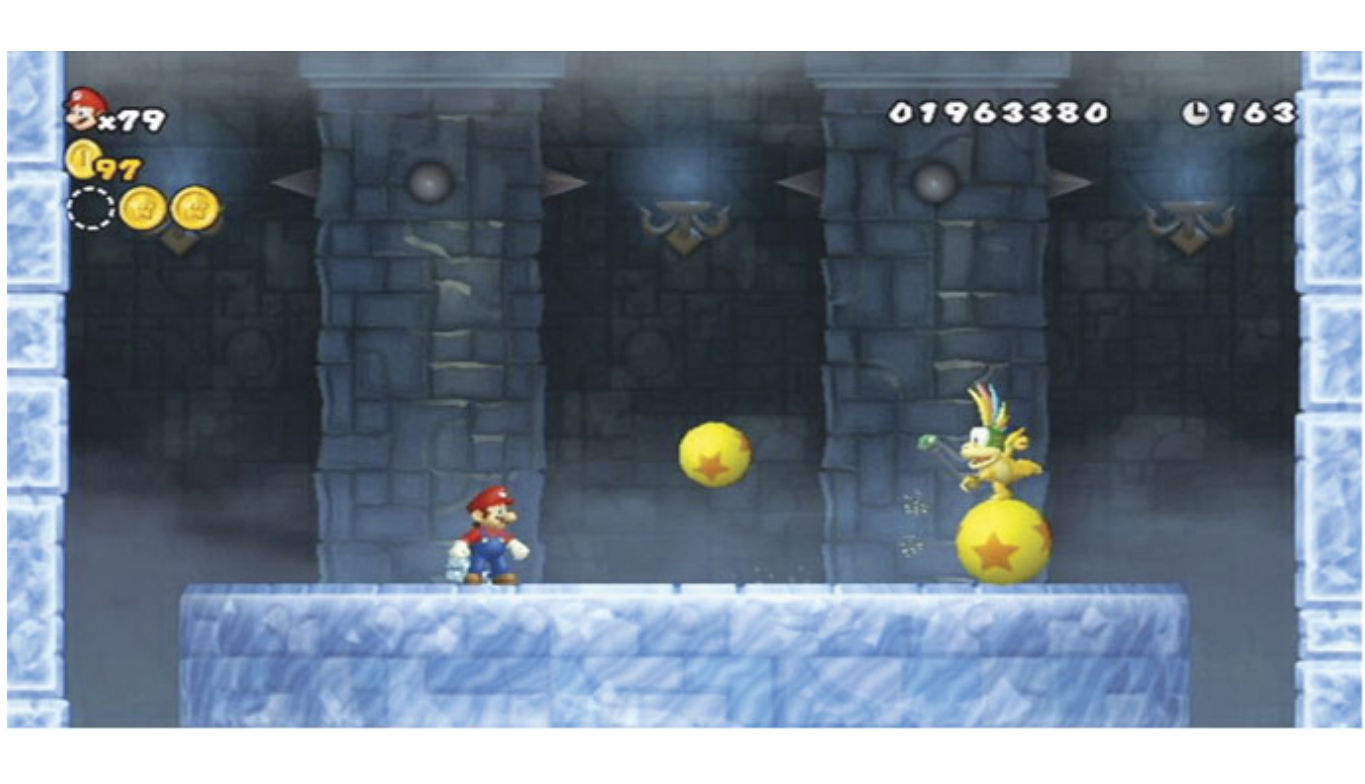


8 To grab the final Star Coin, ride the spinning, S-shaped structure to the right. Just as it is about to begin spinning downward, jump to the right and Wall-Jump off the right wall, then Wall-Jump again off the small left wall onto the platform above you.



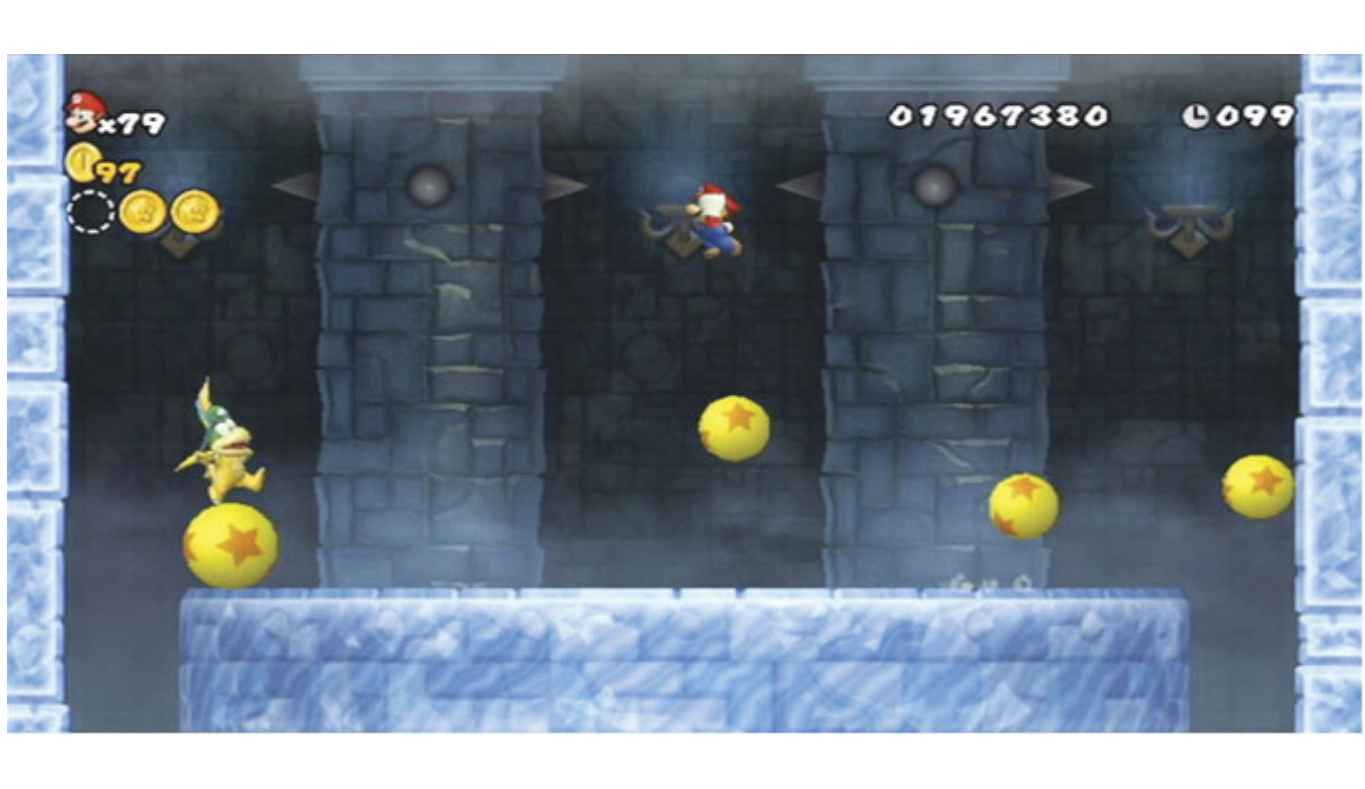
Dodge the Dry Bones and grab the Star Coin before jumping up and out of the area.

Boss Battle



The battle against little Lemmy Koopa is not easy. You've got to master dodging and bouncing, while trying not to slip off the icy platform into the edges of the room. When Lemmy appears, he'll begin by walking on a circus ball, which makes him even harder to reach!

Of course, that doesn't stop him from inadvertently giving you a way to reach him. With a wave of his wand, he fires similar bouncing circus balls that can quickly shove and bounce you into the pits on either side of the room.

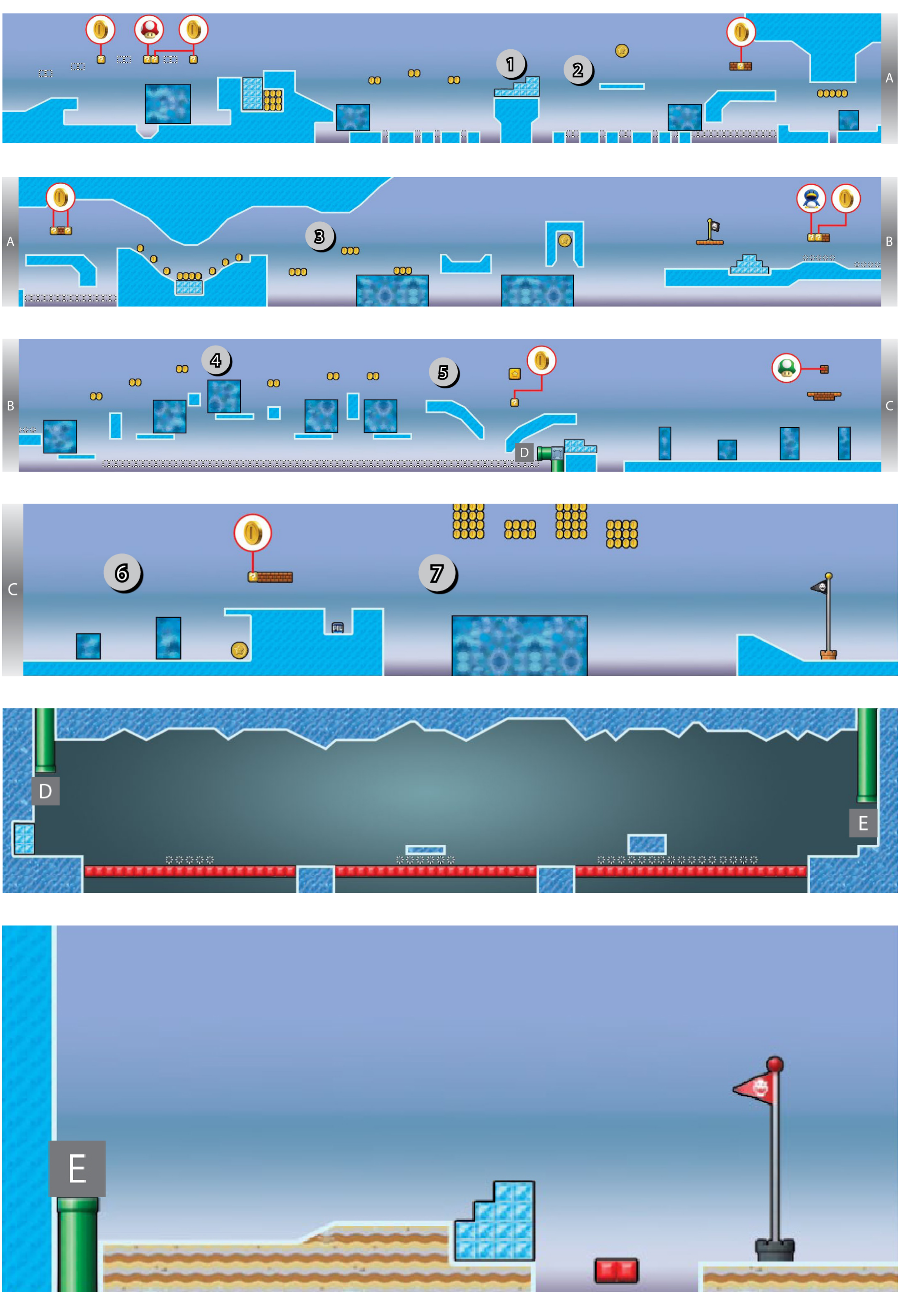


Your only hope is to jump on top of a bouncing ball, then bound from it, onto Lemmy's head. He retreats into his shell just as his Koopaling siblings have done before him, so stay near the center and jump up to dodge his shell attacks.

Once he reemerges from his spiky shelter, he climbs back on top of a new circus ball and begins his attack. This time he attacks with two circus balls. After you pounce on his head a second time, he attacks with three balls! Hit his dome three times to defeat him.

World 3-Frozen World

World 3-4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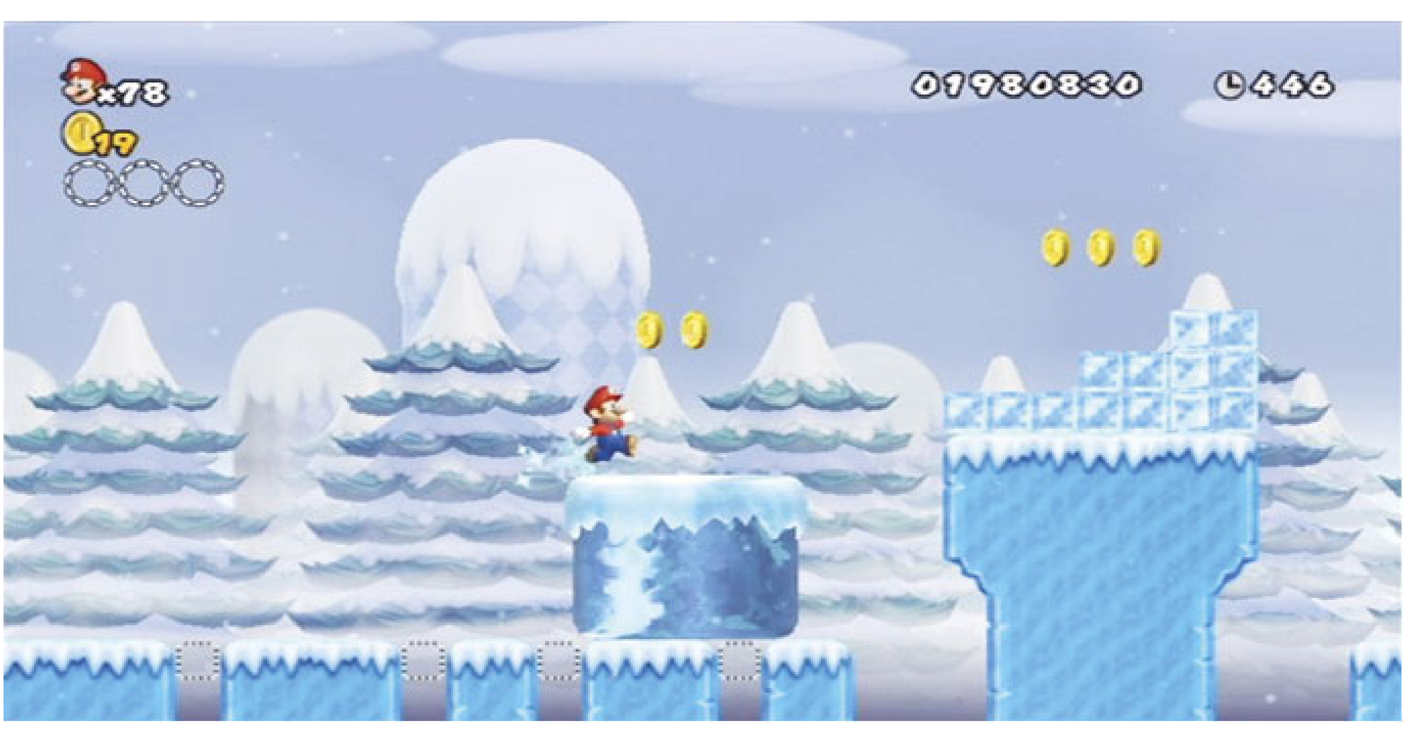
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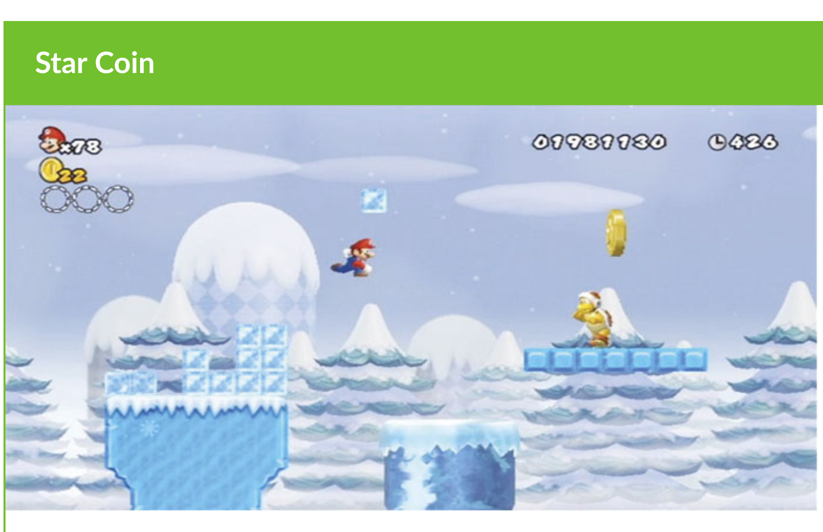
① Hop onto the large ice block at Point 1 and ride it across the small gaps. Don't try to Gap-Dash across them; you'll only hit the sliding block and get pushed to your death.

Star Coin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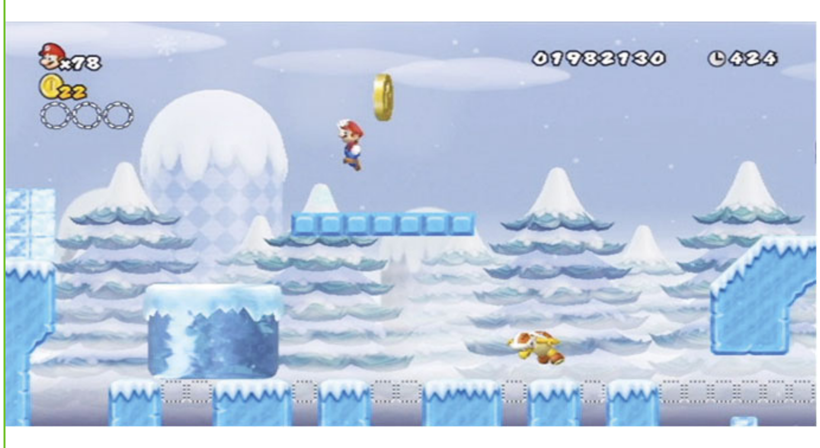
② At Point 2, grab one of the small ice blocks and hurl it at the Fire Bro as you jump onto the large sliding block below.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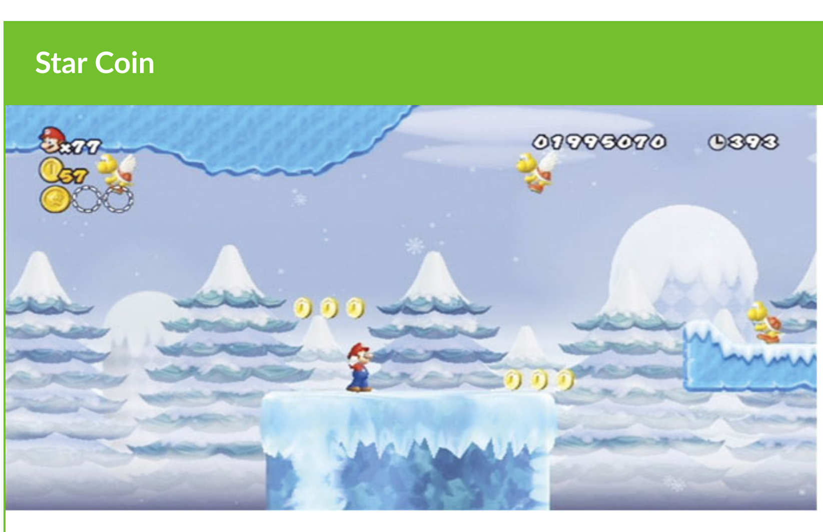
Just as you land on the large block, jump up onto the ice platform and grab the Star Coin.

Star Coin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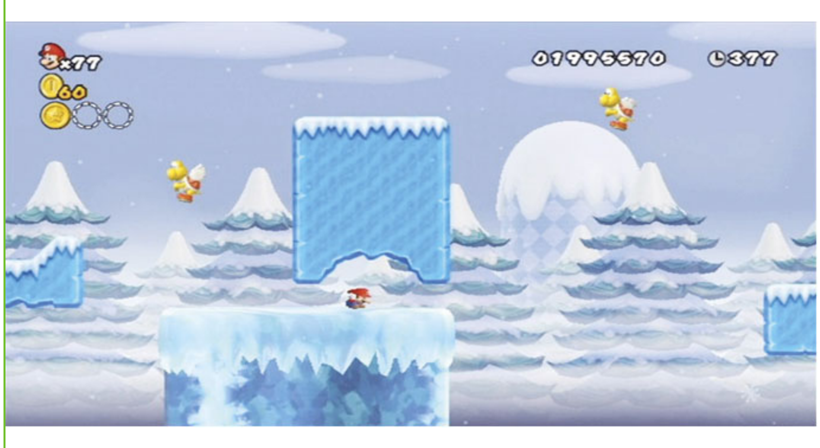
③ Dodge the Red Koopa Paratroopas at Point 3 and ride the large, sliding block across the long chasm. Leap over the small, icy ledge in the middle of the chasm and ride the second large block to the right.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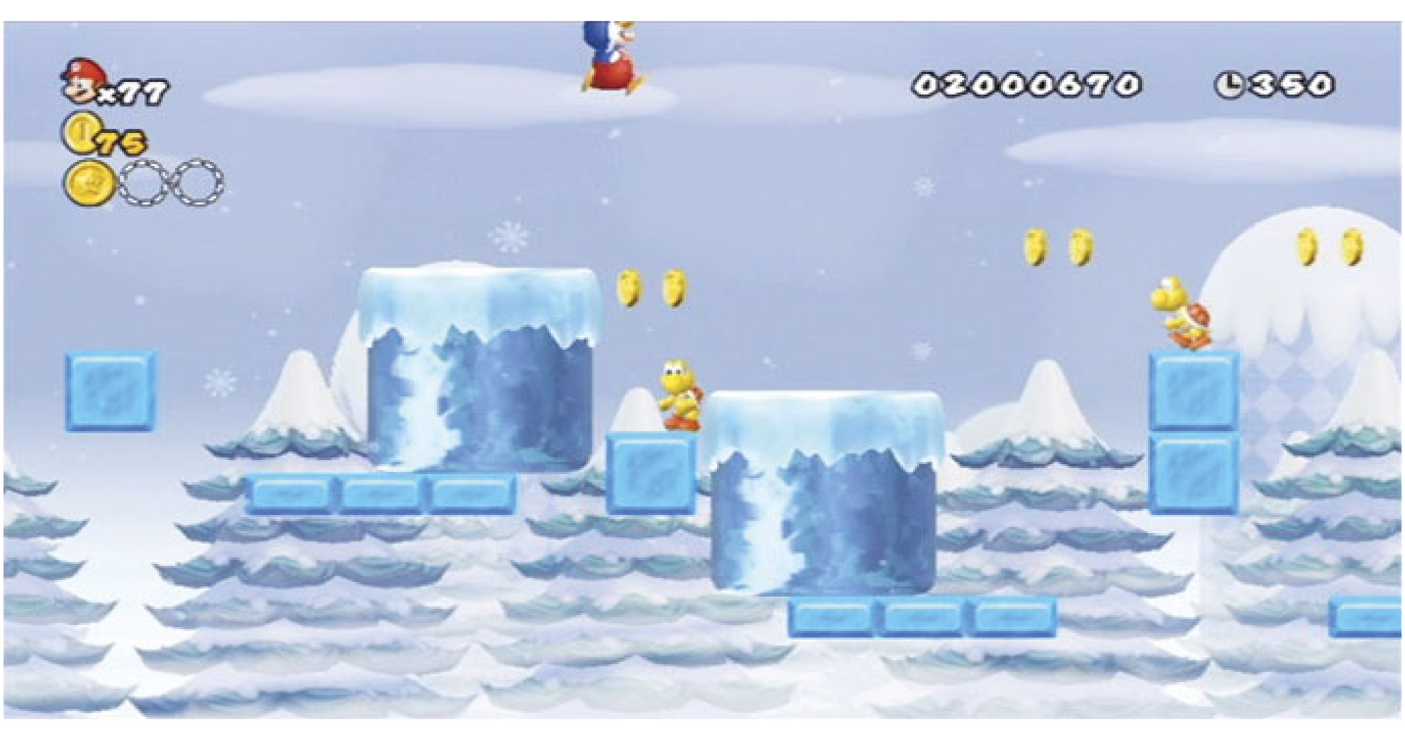
When it approaches the tall floating section of ice with the groove at the bottom, duck so you fit in the groove. Then quickly jump up to grab the second Star Coin.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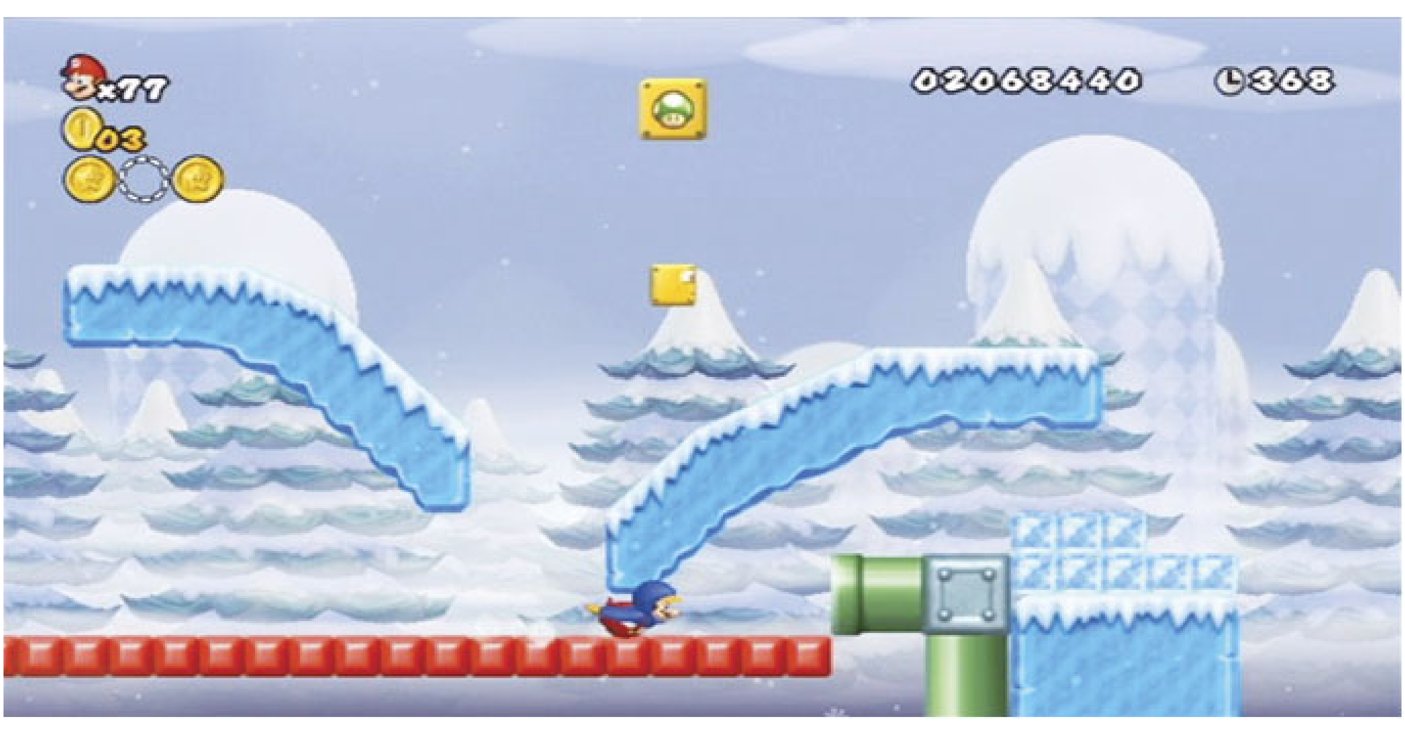
④ Carefully jump across the sliding blocks while avoiding the Red Koopas between them. When you reach the other side, hit the Roulette Block and collect your power-up.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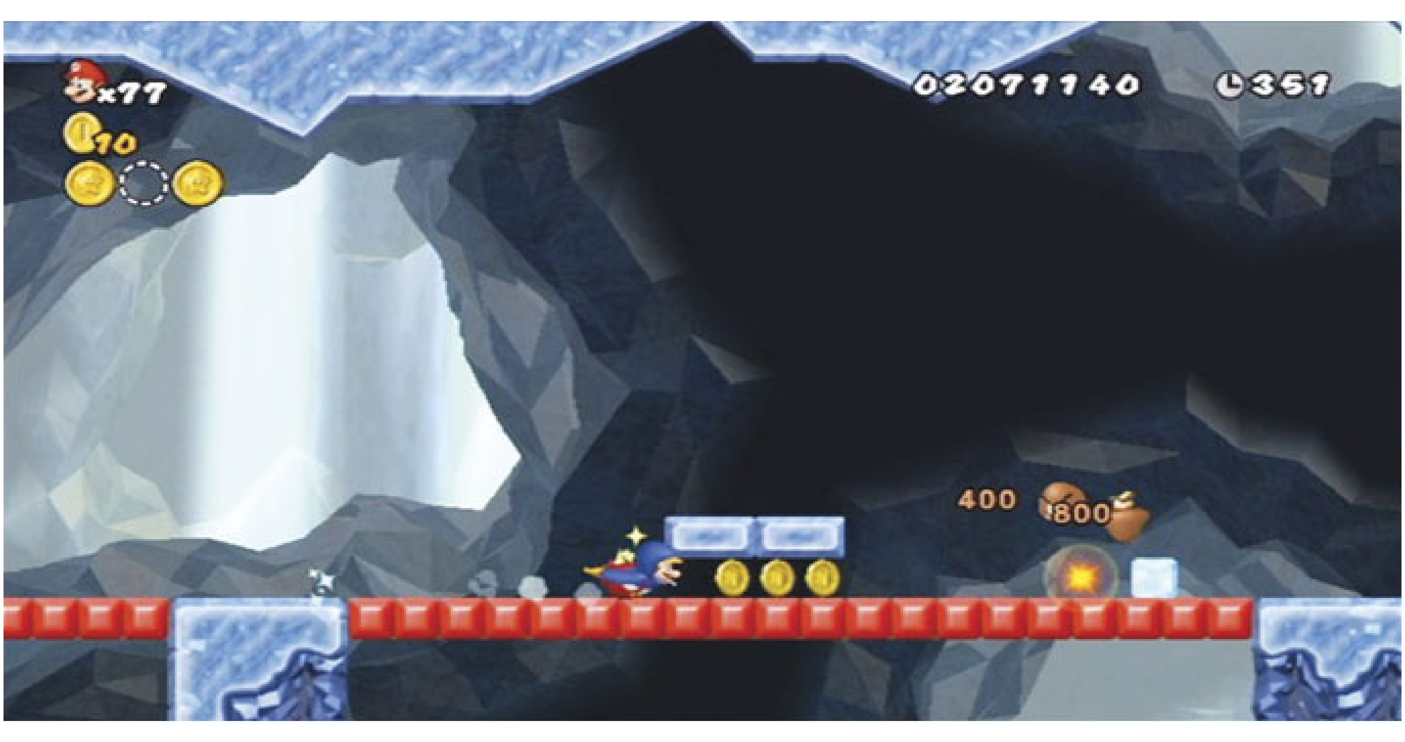
⑤ Beating World 3-5 gives you access to the large ! Switch on the World 3 overview map (on the far right). After you hit the ! Switch, all the Invisible Blocks in World 3-4 and World 3-5 become solid red blocks.

So, to be clear, this is only accessible on the second play-through, after you hit the ! Switch, not the first time you play this level. This allows you to slide across the red blocks to the pipe at Point 5 to access a secret cavern with several coins.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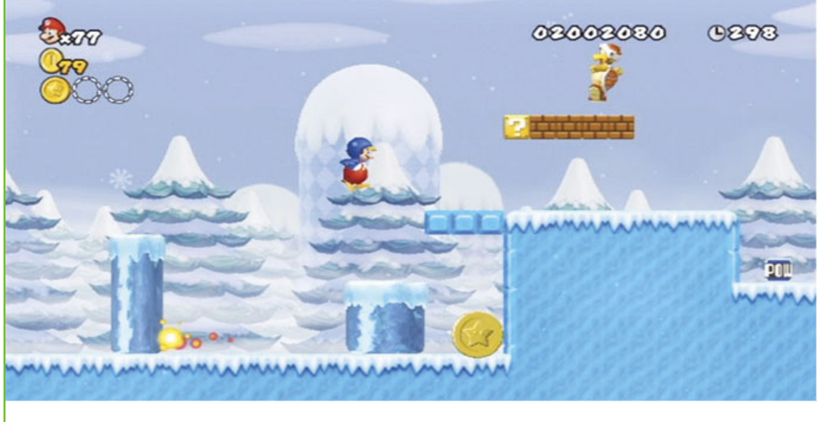
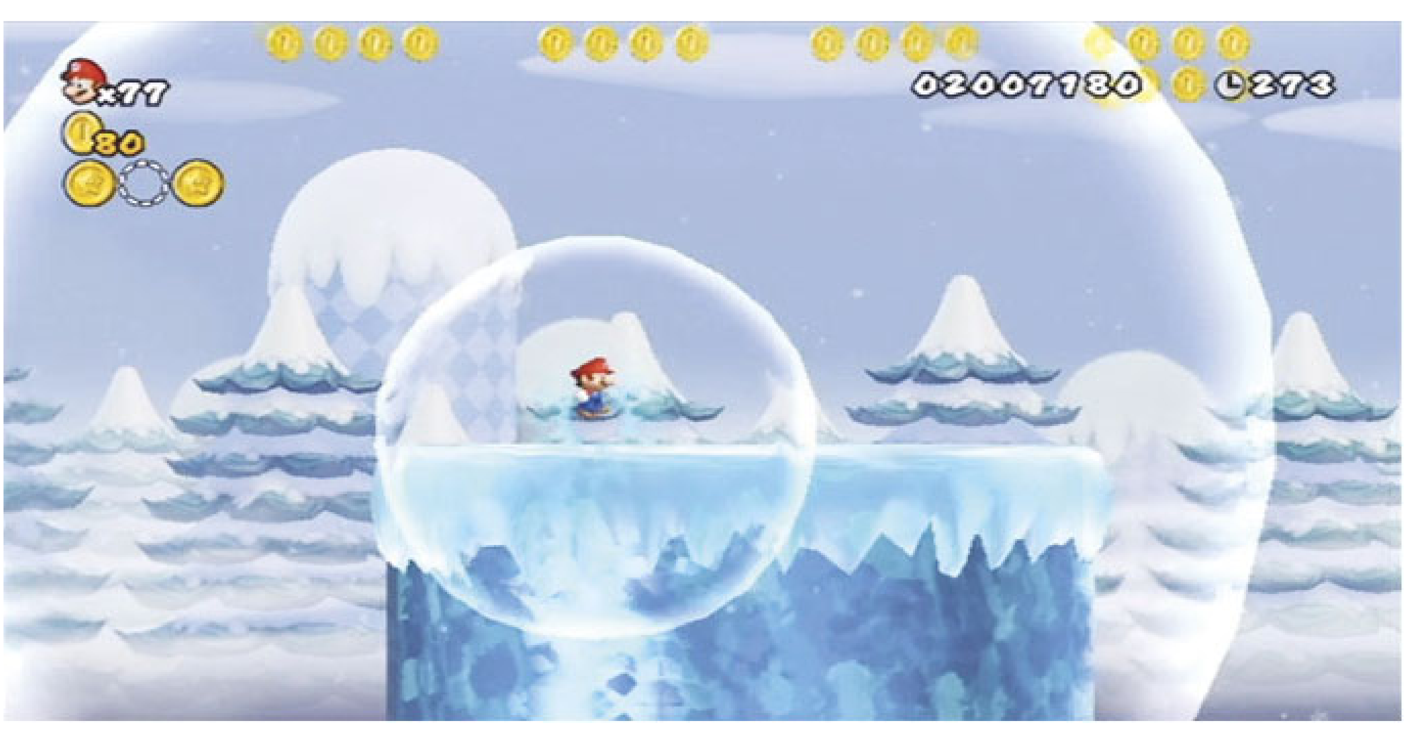
Grab one of the ice blocks on the left and hurl it at the Goombas on the right. Dash behind the block as it goes and grab all the coins that appear!

Star Coin


x77
79
02002080
298
POW

⑥ To grab the final Star Coin, jump from pillar to pillar until you see the Star Coin at Point 6. Time your final jump so that you land on the Star Coin just as the pillar is passing it by. Otherwise, you'll land in front of the Star Coin and the pillar will push you and possibly carry you all the way to the pit on the area's far-right side.


x77
80
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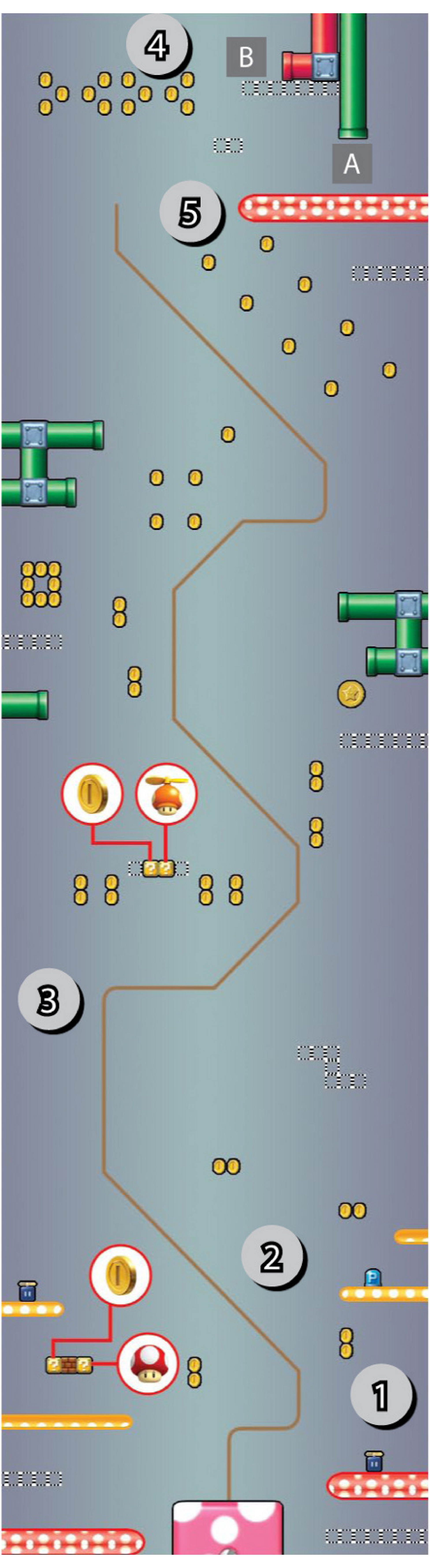
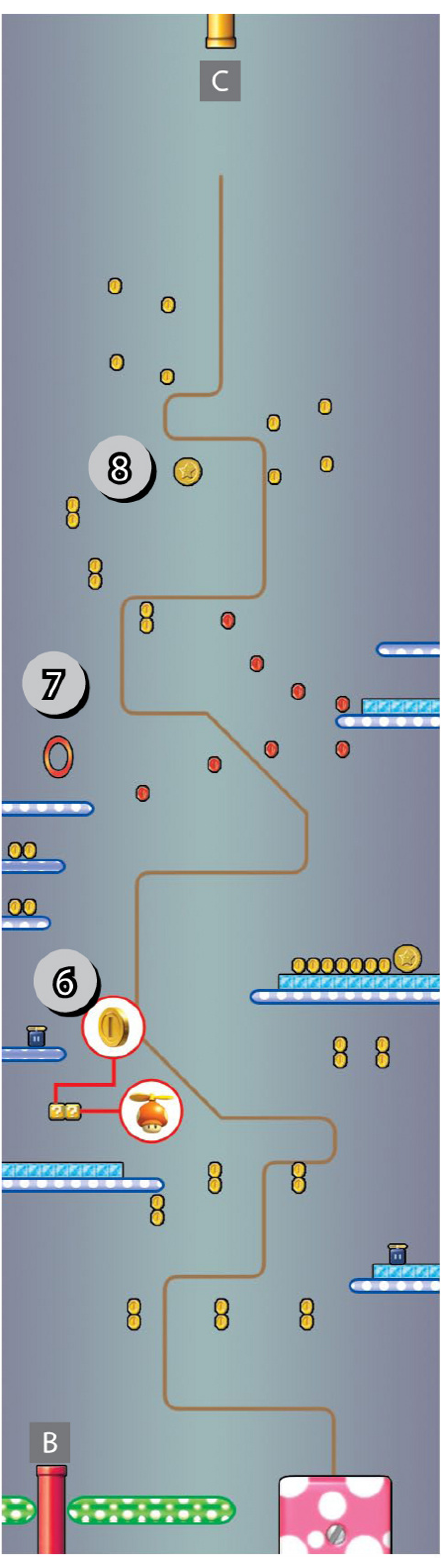
273

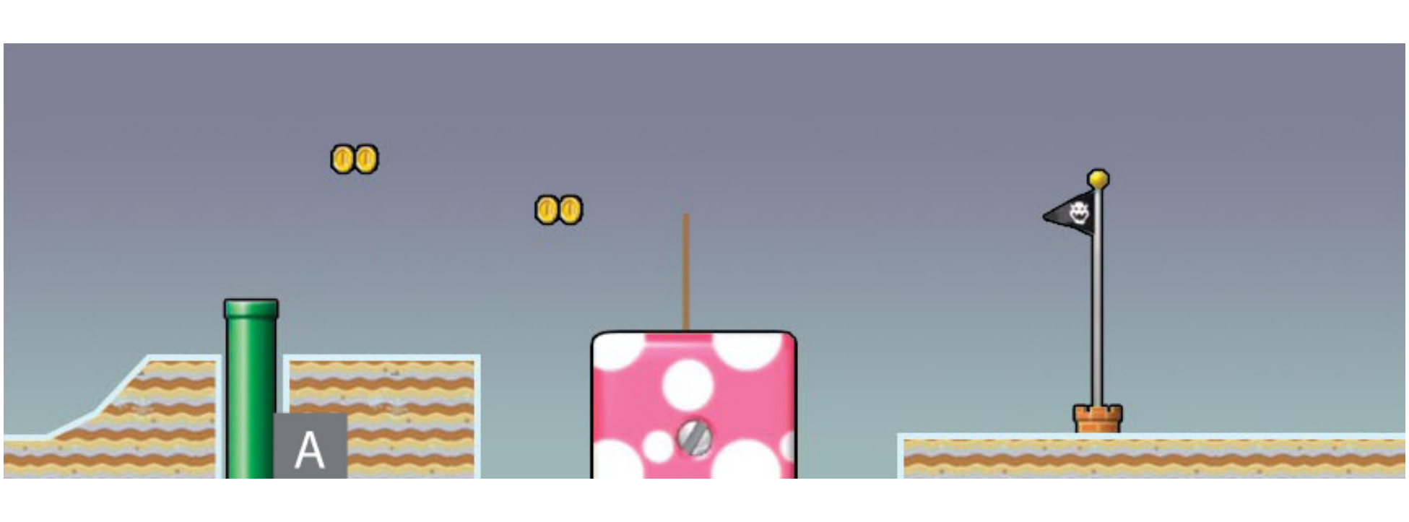
⑦ Grab the POW Block at Point 7 and carry it onto the large, sliding block on the right. As you ride the block across the chasm, drop the POW Block to force all the coins above you to drop!

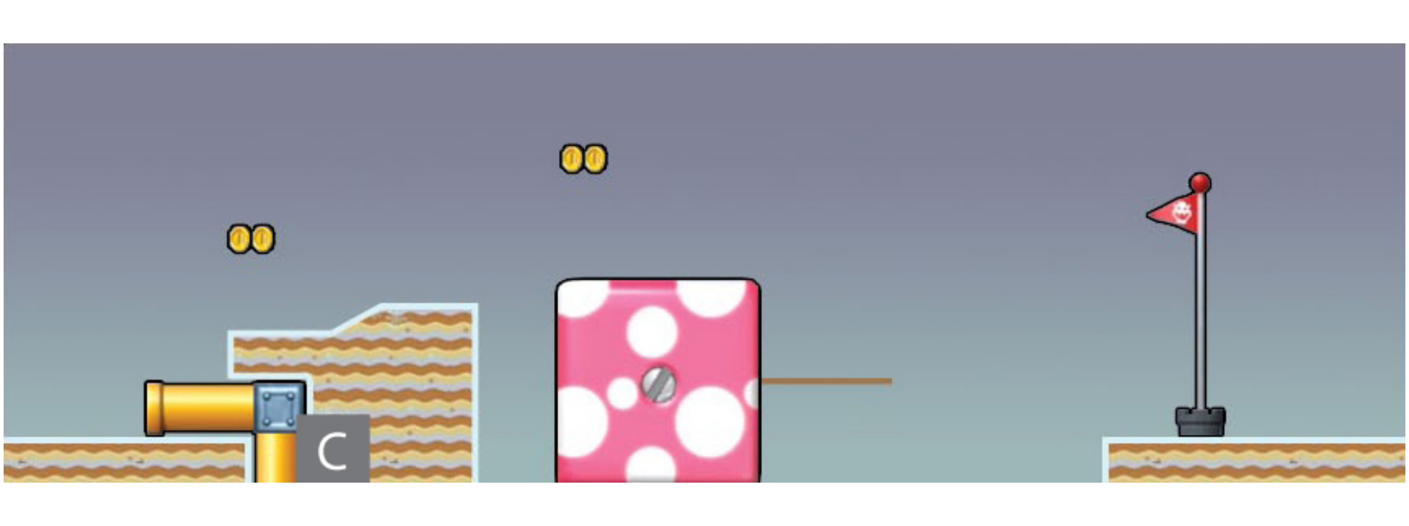
World 3-Frozen World

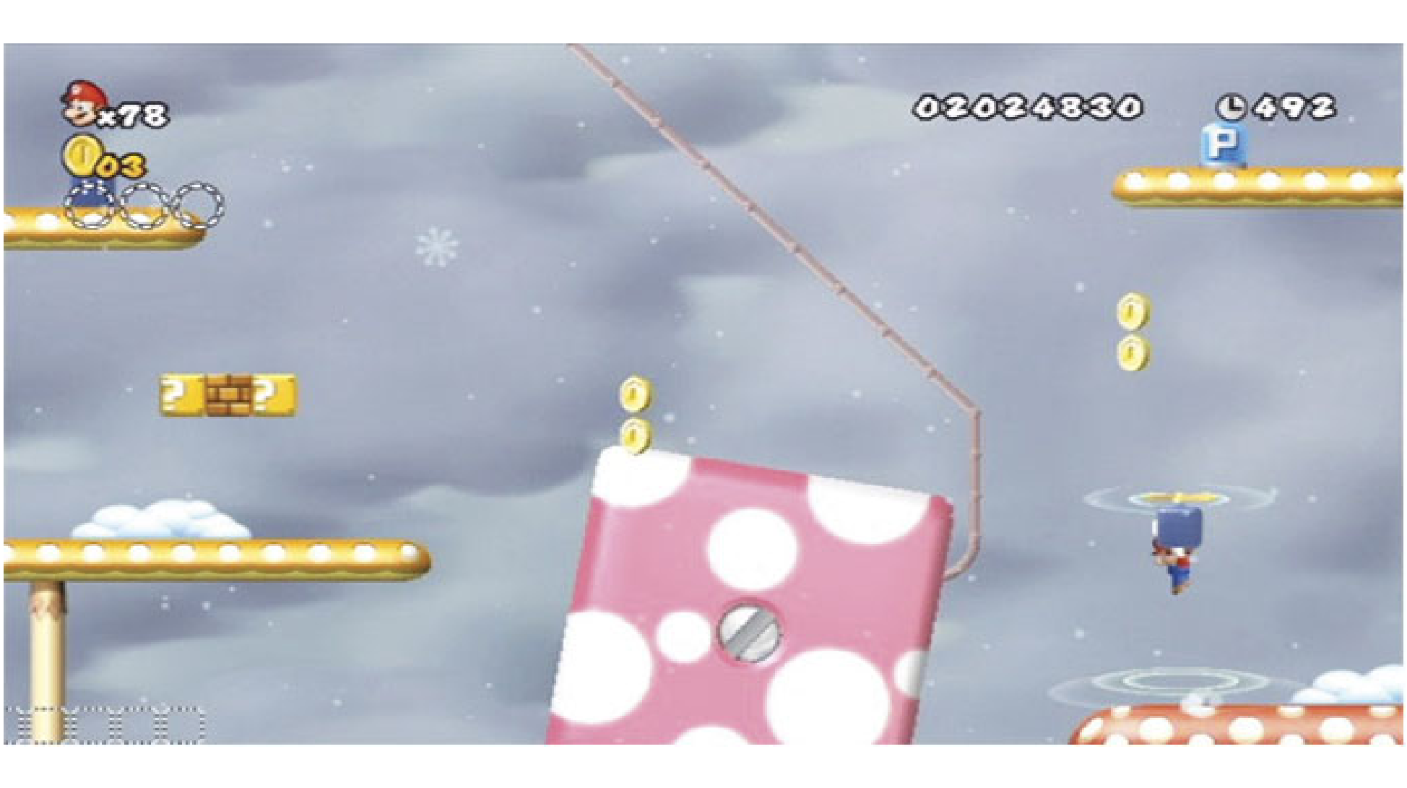
World 3-5



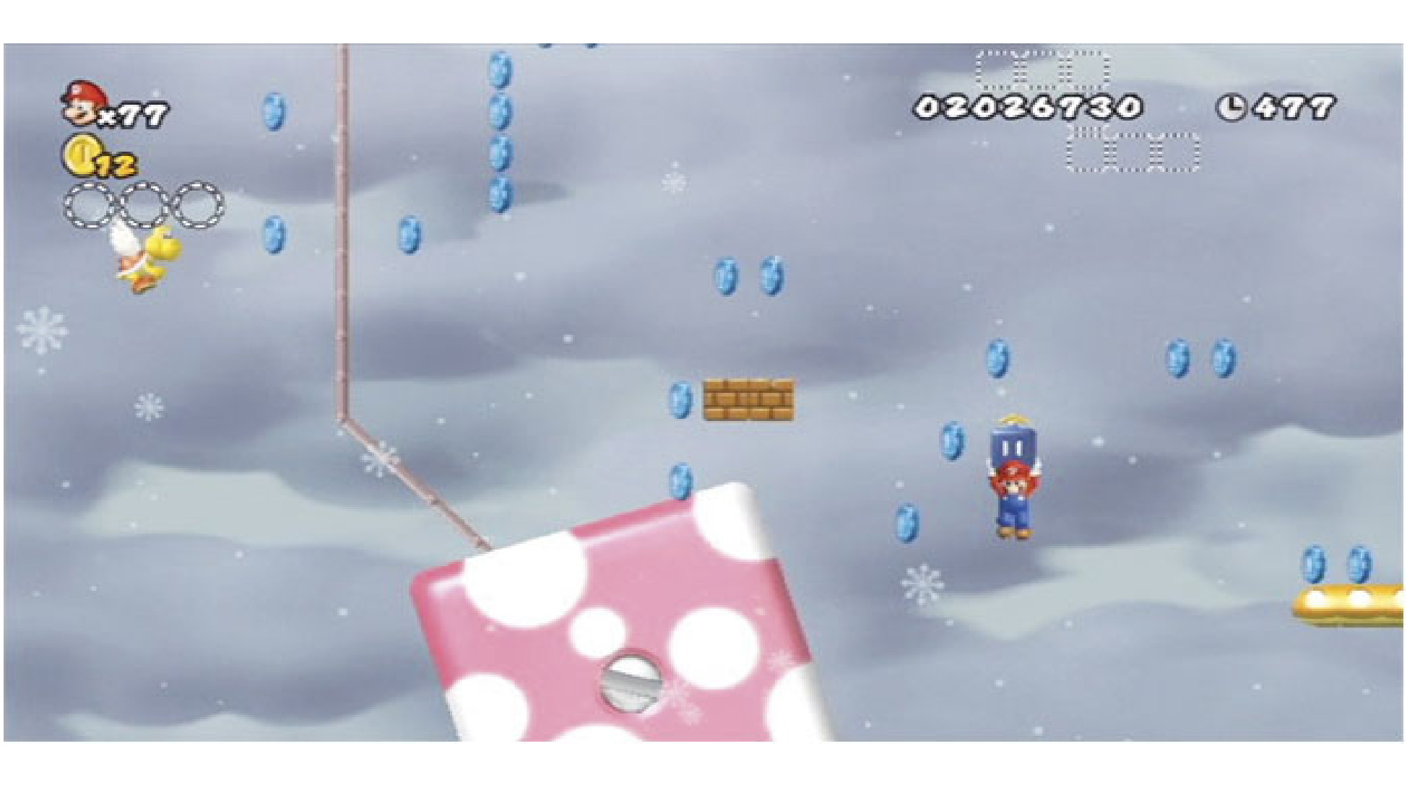






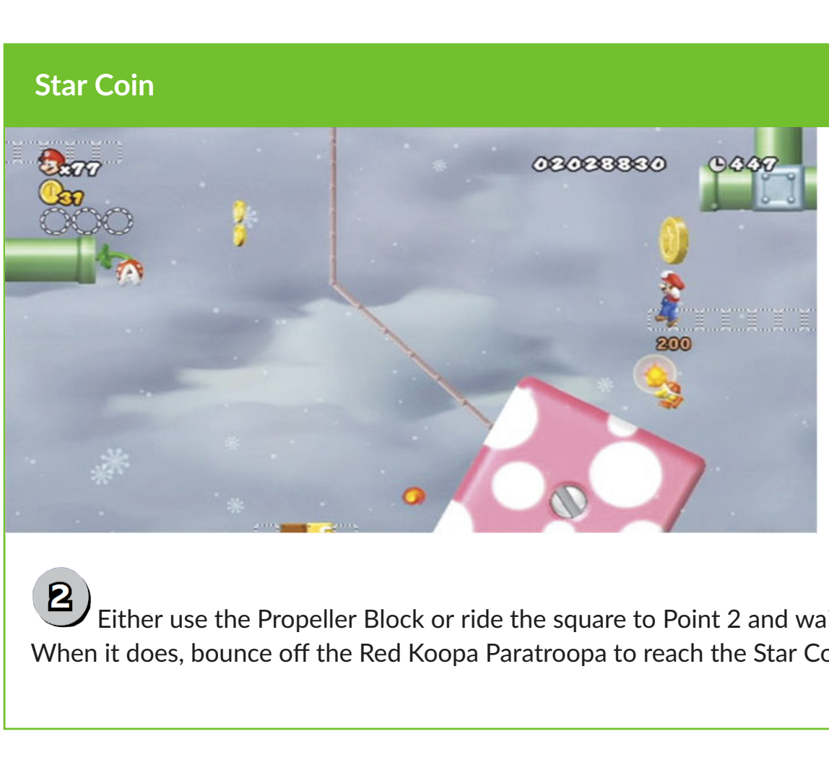


1 Grab one of the Propeller Blocks at Point 1 and use it to reach the P Switch on the mushroom pad on the right. Hit the P Switch to reveal several blue coins, then propel yourself upward to collect them.

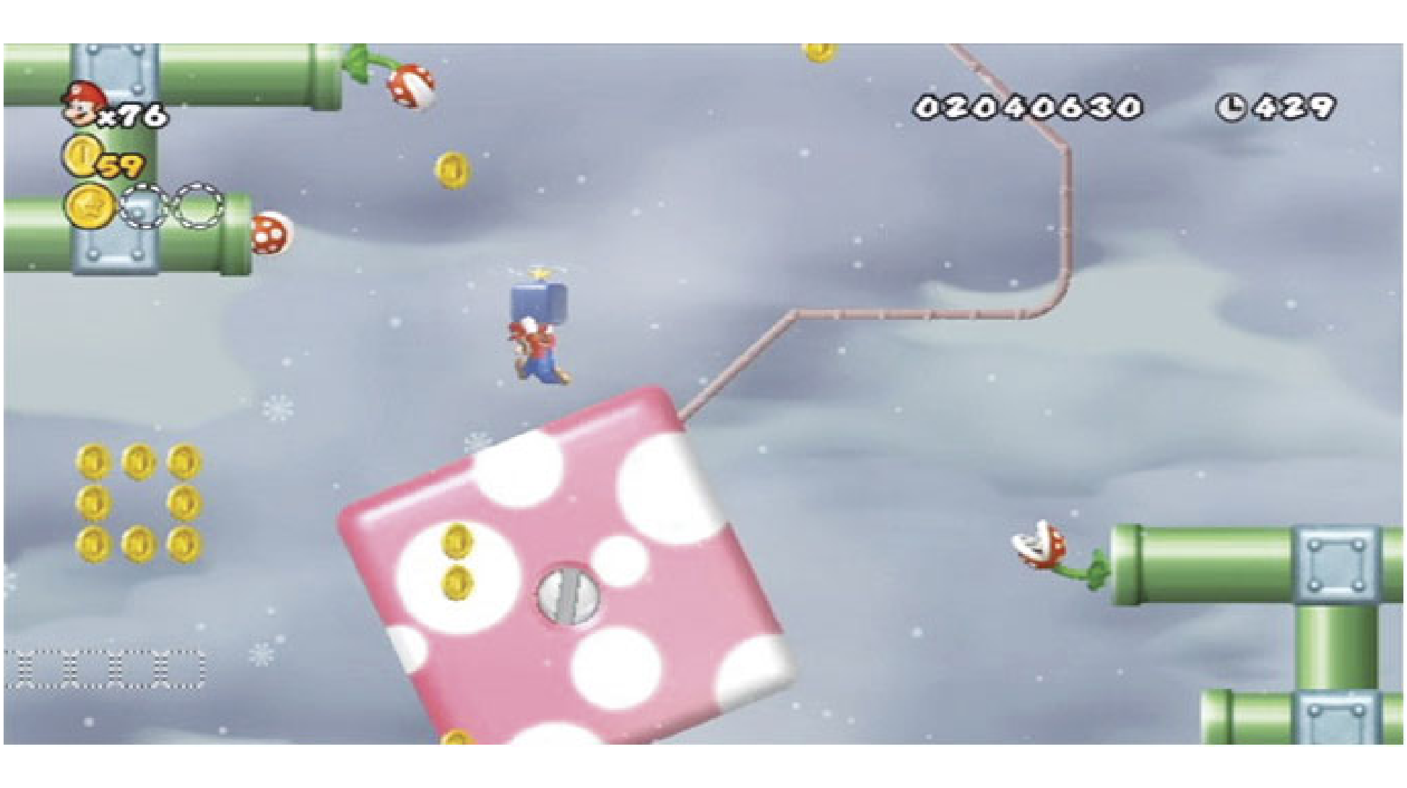


Keep up with the spinning square at the center of the level, however. If you fall behind, you'll die.

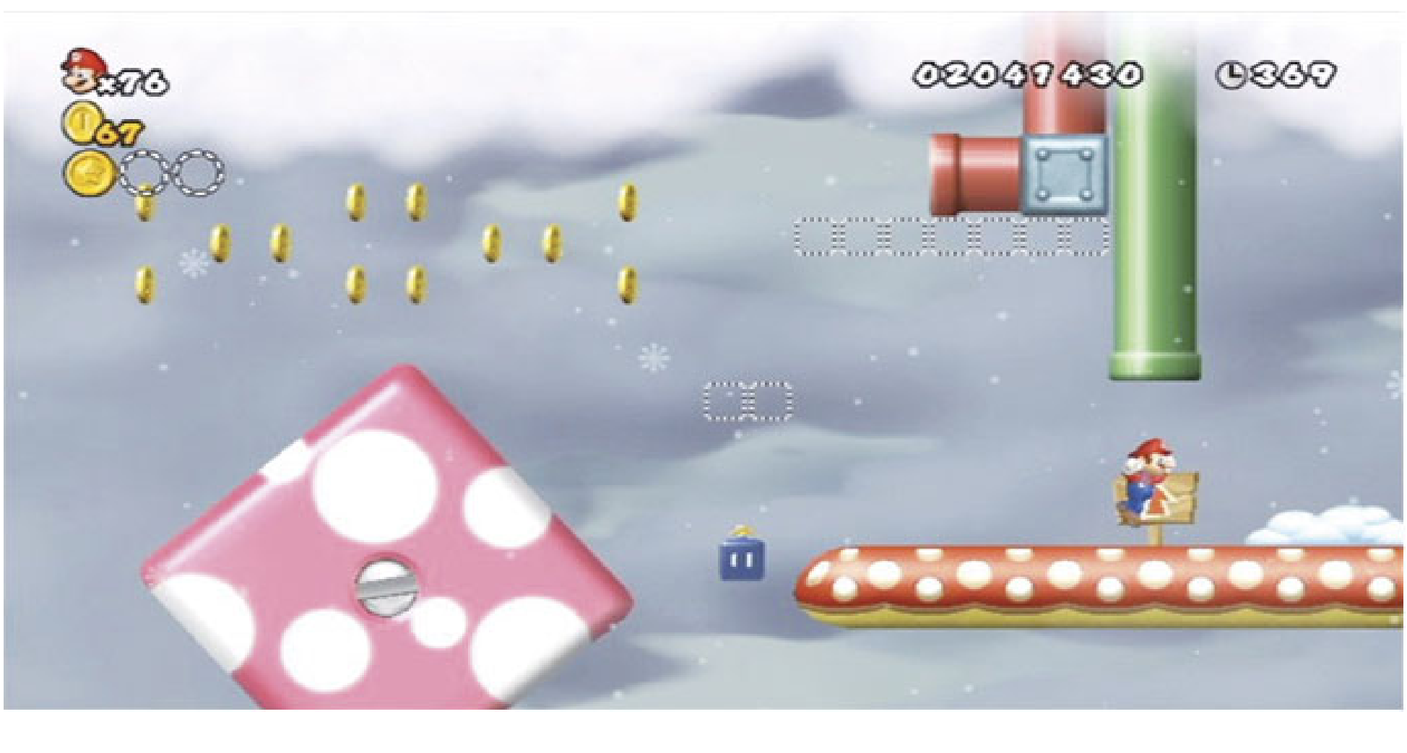
Star Coin



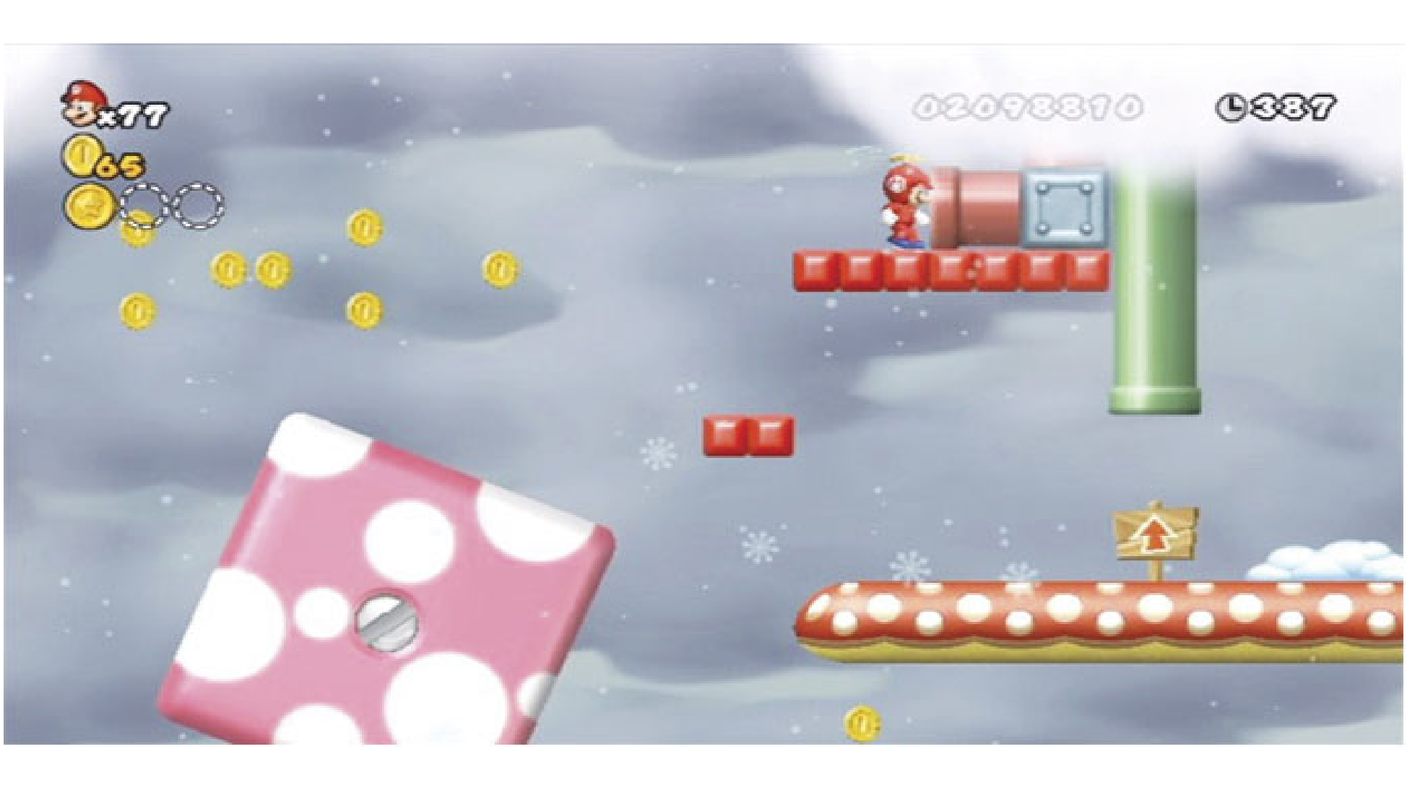
2 Either use the Propeller Block or ride the square to Point 2 and wait for the Star Coin to come into view overhead. When it does, bounce off the Red Koopa Paratroopa to reach the Star Coin before landing back on the spinning square.



3 As you pass by all the Venus Fire Traps at Point 3, stay on the middle of the spinning square as you ride it up and jump up to avoid the fireballs the plants spit out. You may have to swerve left and right slightly, but you'll make it through alright as long as you don't veer too far off course.

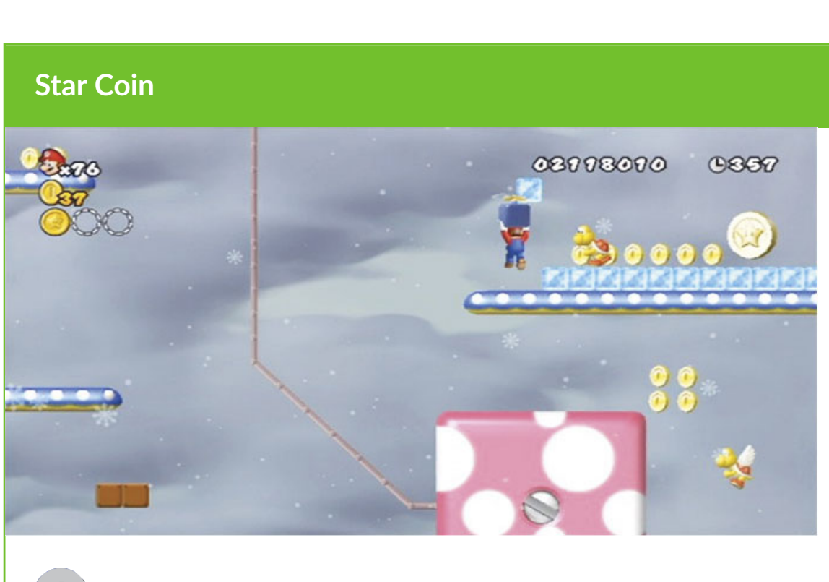


4 Go through the pipe at Point 4 to enter the flag area and finish the level the first time. This will allow you to reach the ! Switch on the main map. Then return to finish the secret section of the level detailed in Point 5 and beyond.



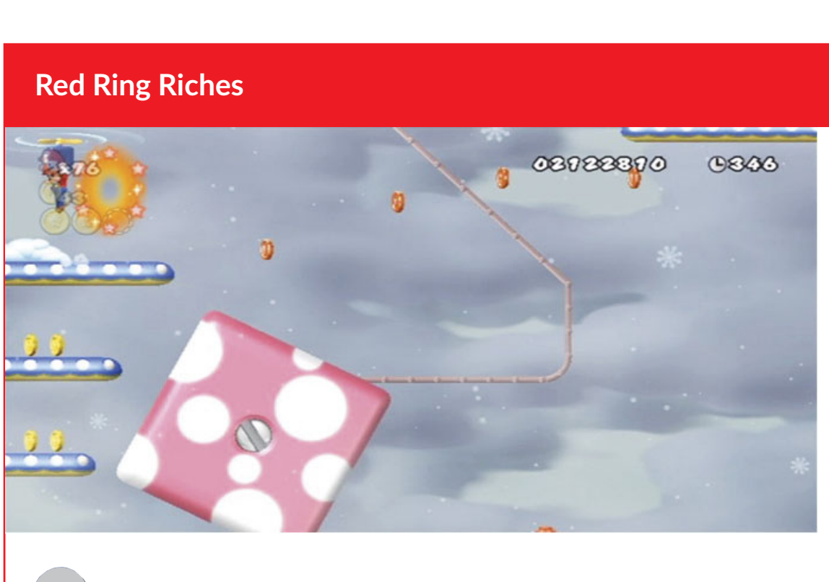
5 After hitting the ! Switch on the World 3 overview map, return to this point and fly up to the red pipe. Land on the red blocks near the pipe and go through it to reach the secret section of World 3-5.

Star Coin



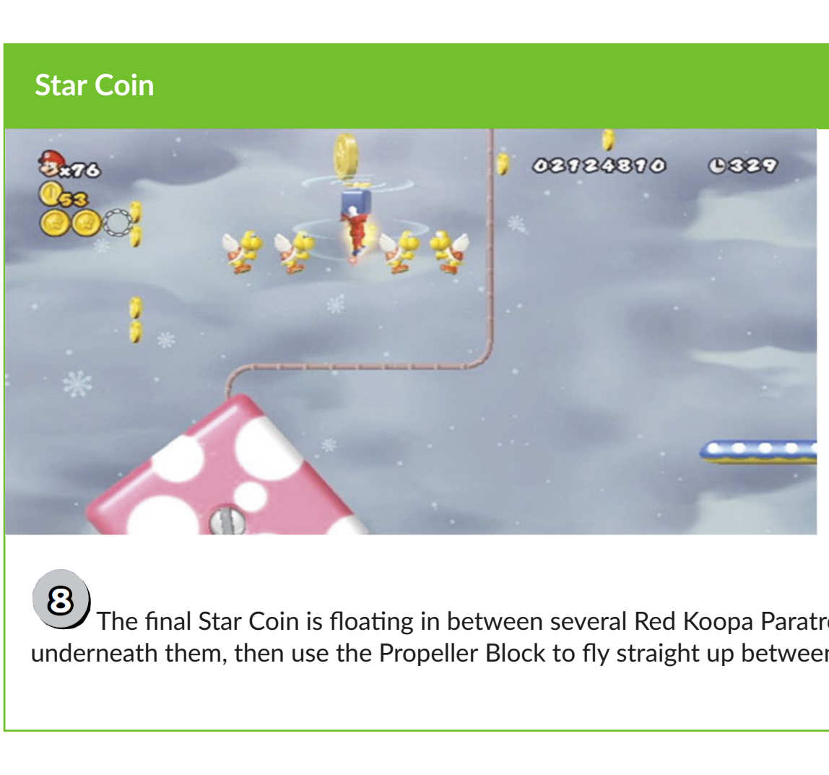
6 Hop onto the pink polka-dot square and ride it up to the blue mushroom platform with the second Star Coin on it. If you have a Propeller Block, you can reach the Star Coin far easier and faster by zipping up to it as you ride the spinning square.

Red Ring Riches



7 Pass through the Red Ring at Point 7 and hop back onto the square immediately. Stand near the center of the square as it spins around and run to the right to stay on top. As it rises you should be able to easily grab all eight coins with minimal effort.

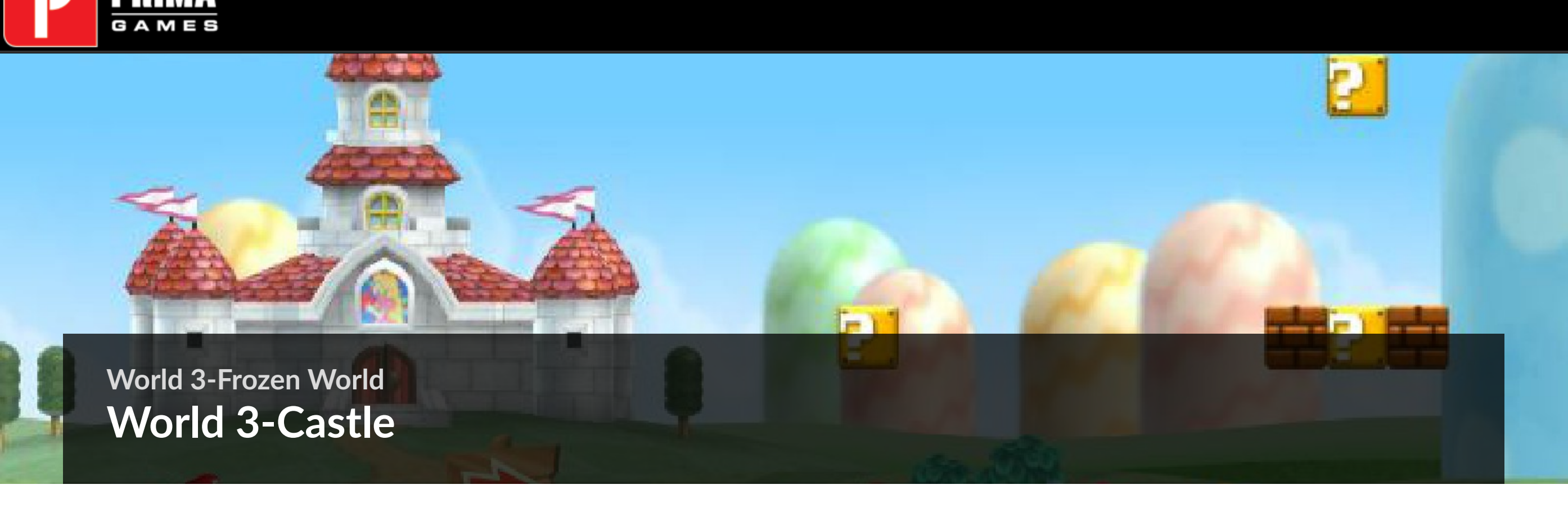
Star Coin



8 The final Star Coin is floating in between several Red Koopa Paratroopas. Wait for the square to lift you directly underneath them, then use the Propeller Block to fly straight up between them and grab the Star Coin!

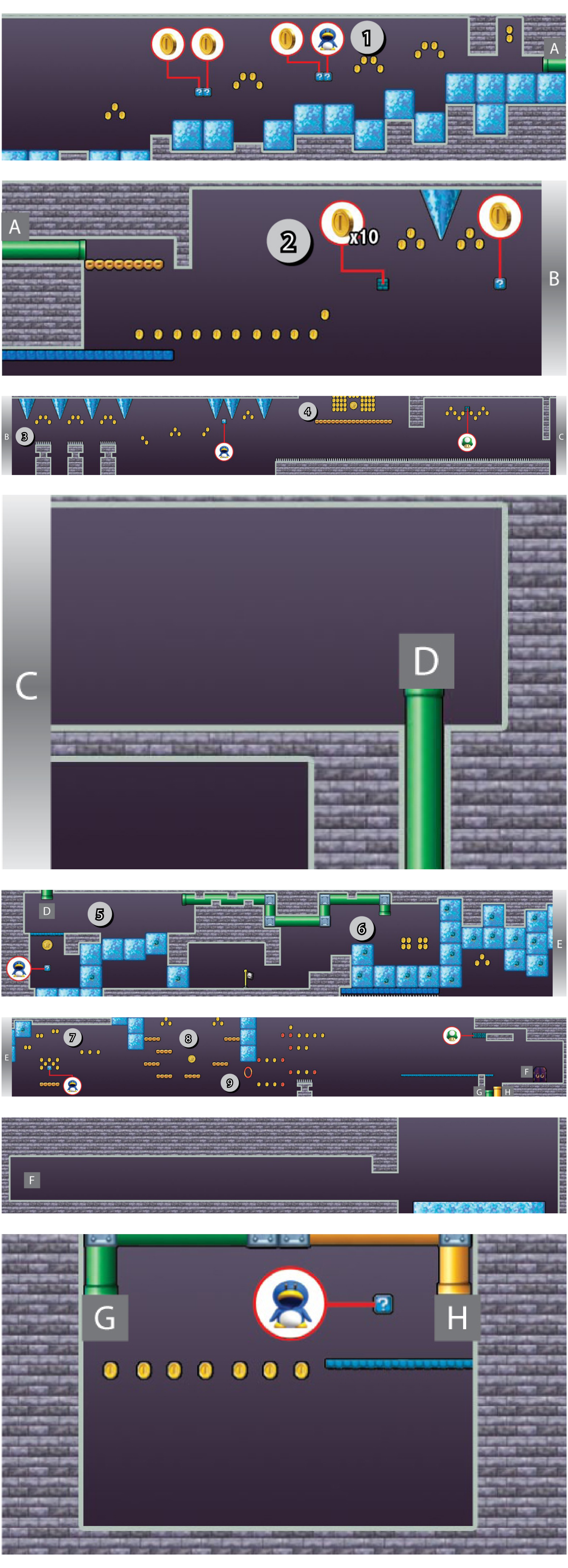
Tip

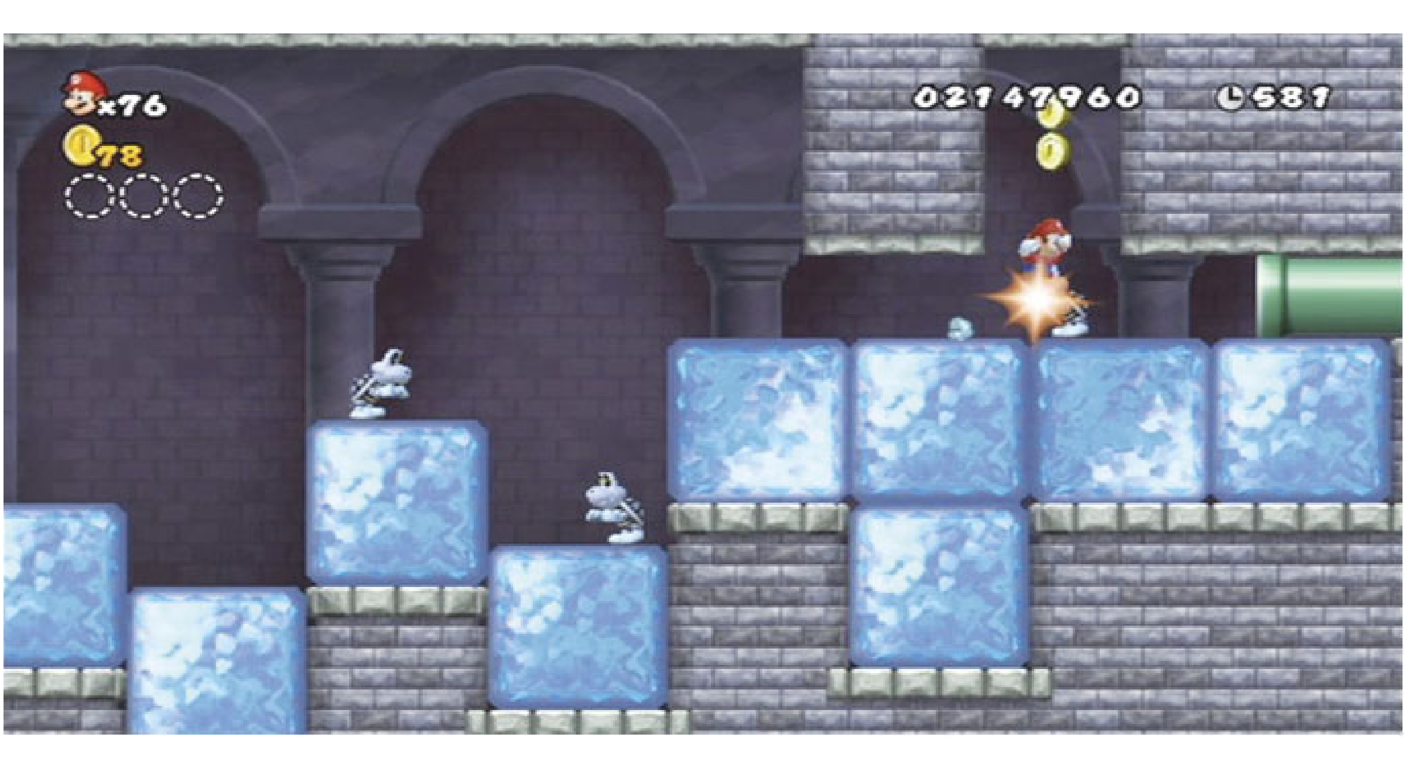
By beating World 3-5 through the second area, you'll unlock the path to the Toad House directly above World 3-5!



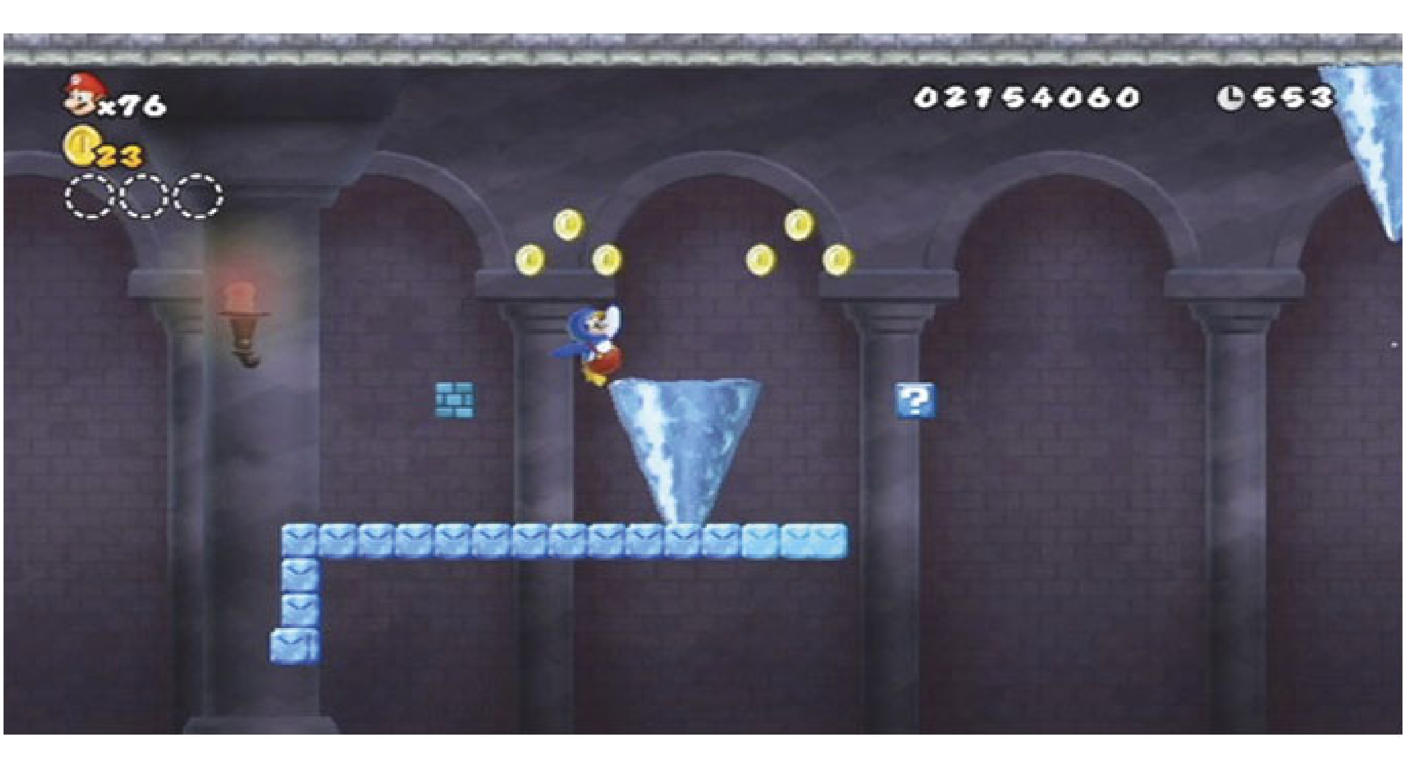
World 3-Frozen World

World 3-Castle

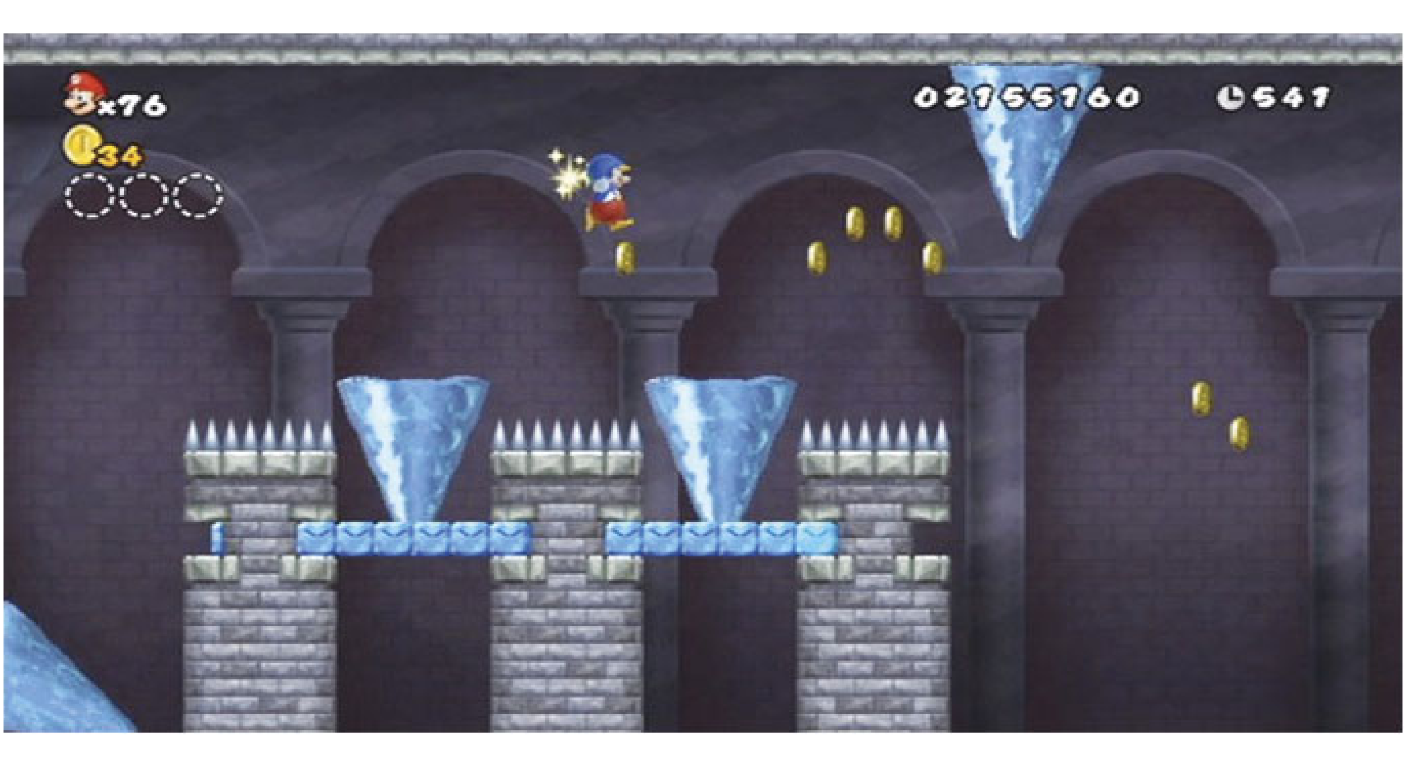




① Be careful when sliding toward the pipe in Point 1. The Dry Bones is occupying a small, cramped area and you could easily slide into it by accident. Wait for it to turn around, then slowly walk into the niche and pounce on its head.

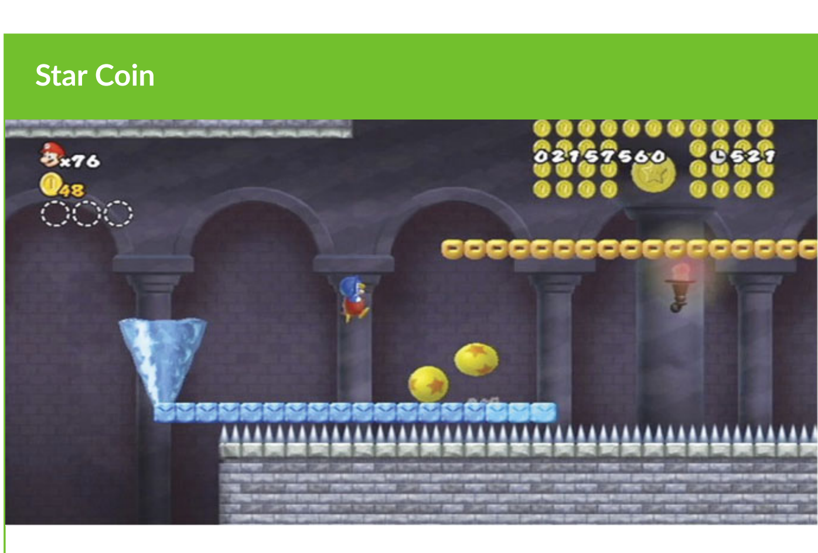


② Don't get too far ahead on the moving platform since you don't know if it will unexpectedly drop out from underneath you. Instead, stay near its center and watch for it to shift and turn down its predetermined path. When it does, react accordingly. For example, at Point 2, stand near the center of the platform and wait for the large icicle to drop down onto it, then leap over the icicle. If you were at the front, the icicle would crush you.



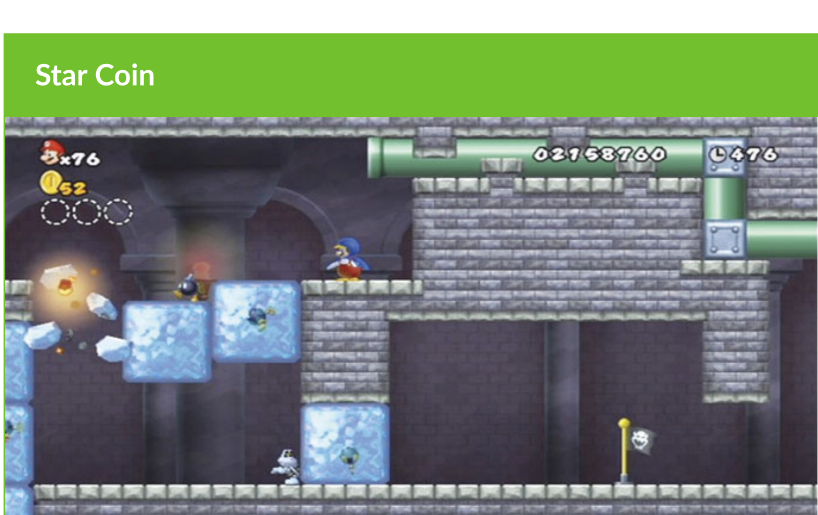
③ At Point 3 wait for the row of icicles to drop, then use them to hop over the spike traps in your way.

Star Coin

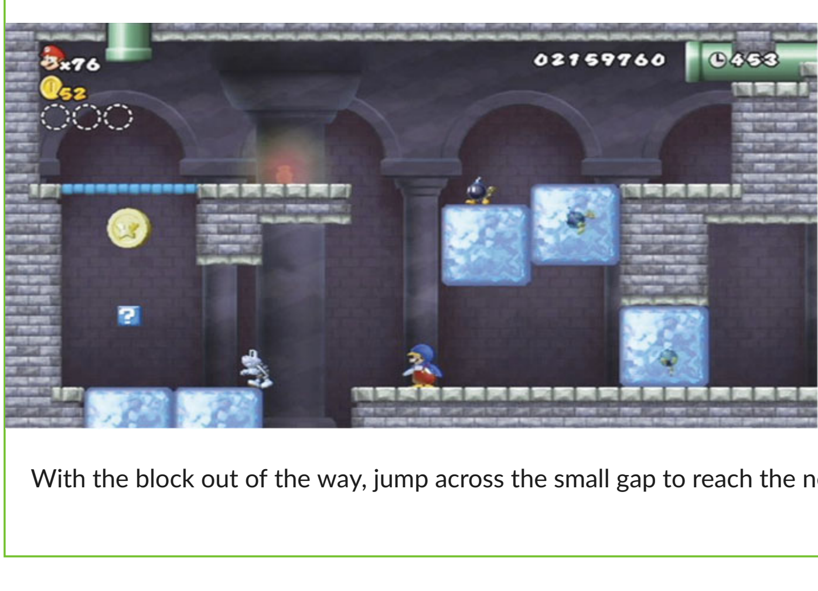


④ At Point 4, hop onto one of the bouncing circus balls to reach the high ledge where the Star Coin and several regular coins wait to be pocketed. After you grab all the coins you can, drop back down onto the moving platform before it leaves you behind!

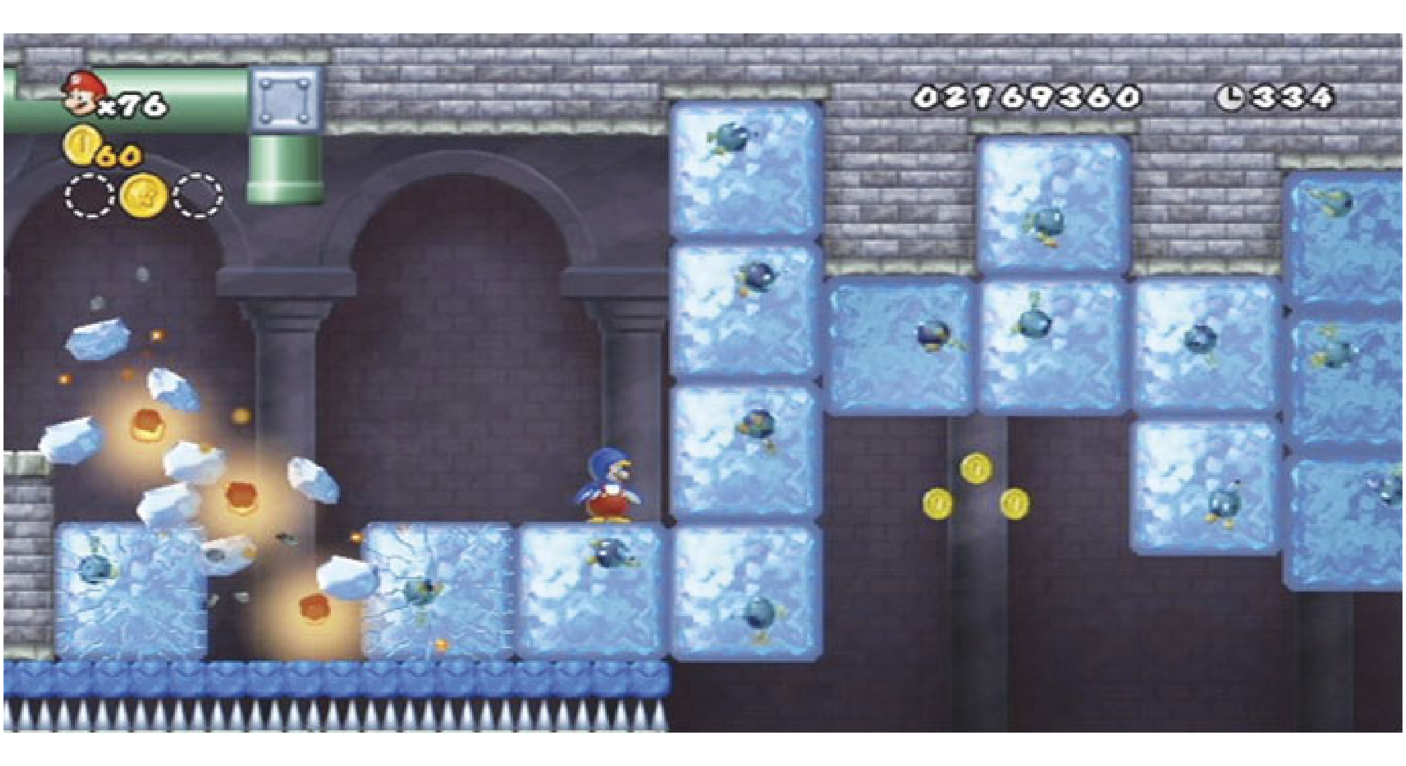
Star Coin



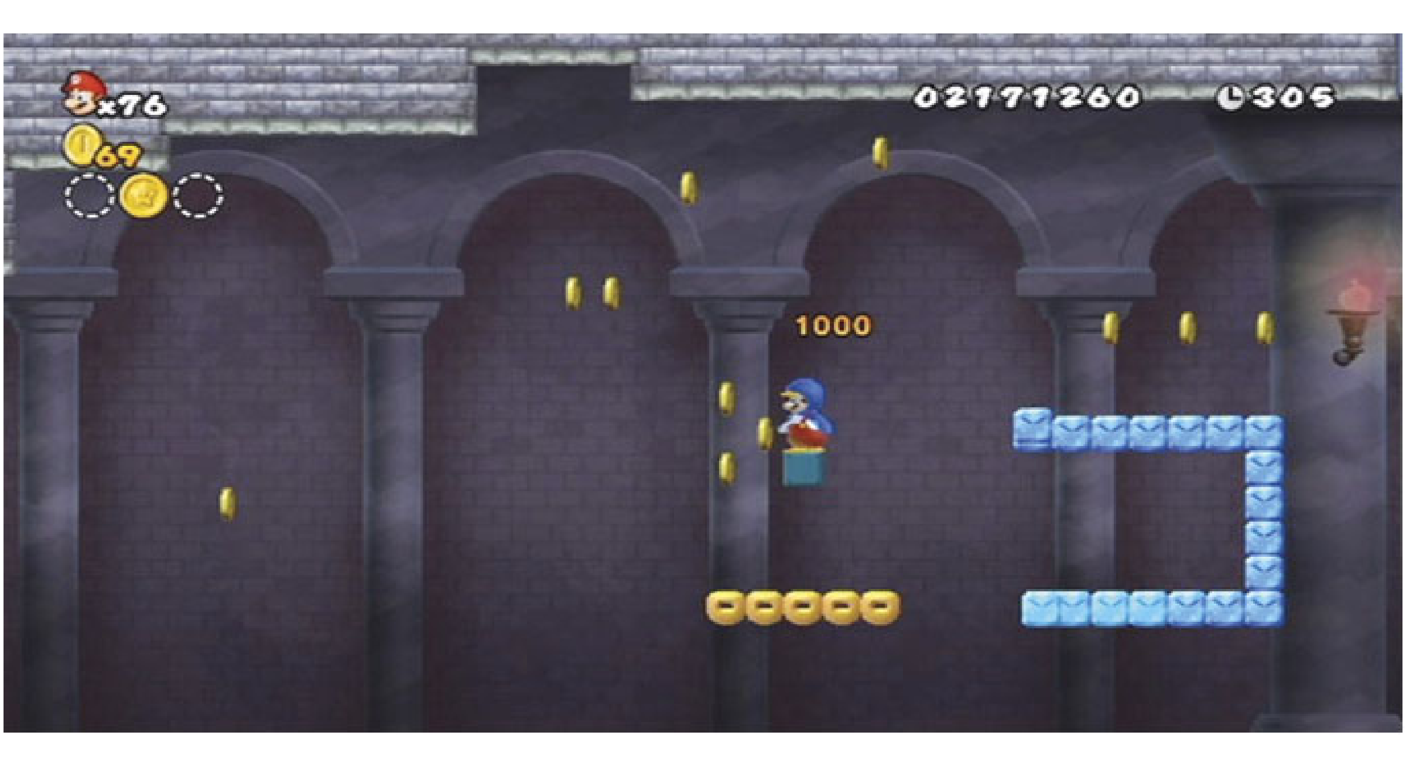
⑤ Grab a Bob-omb and drop it on the top-left ice block at Point 5. When it explodes it will destroy the block, which allows you to drop down into the area below. Wait for another Bob-omb to saunter by, then use it to blow up the next block of ice on the left.



With the block out of the way, jump across the small gap to reach the next Star Coin.

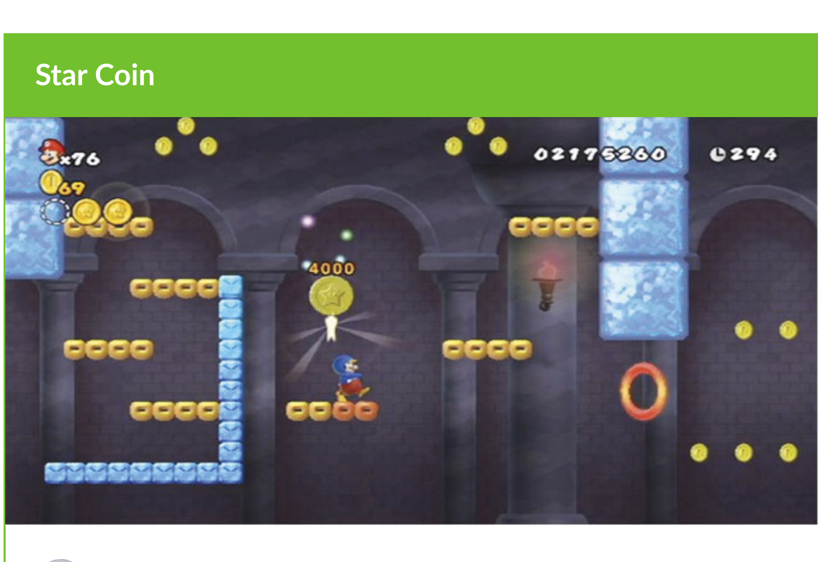


⑥ Drop a Bob-omb on the block of ice at Point 6 to create a chain reaction that demolish all the other blocks of ice. When they disappear, they reveal a moving platform underneath. Hop on and go for a ride!



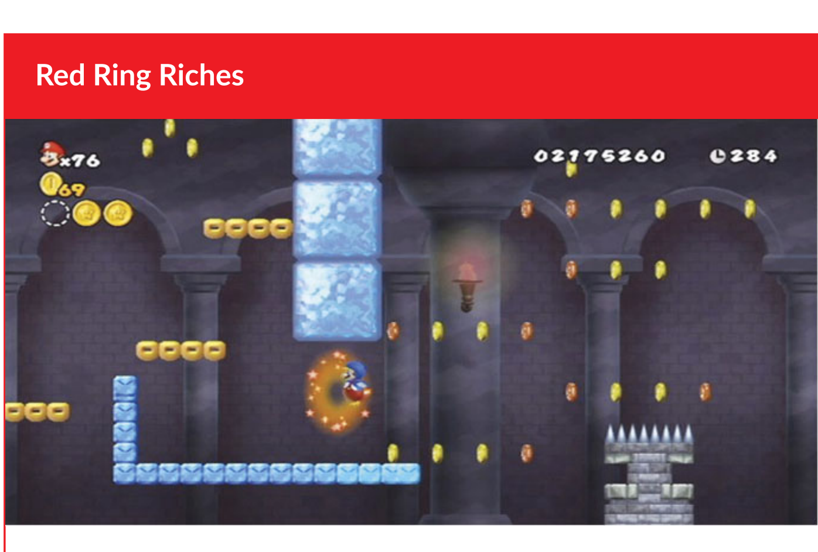
⑦ When the platform reaches Point 7, jump onto the ? Block and wait for it to travel up and around. When it comes back down to you, jump to the right and hop back on!

Star Coin

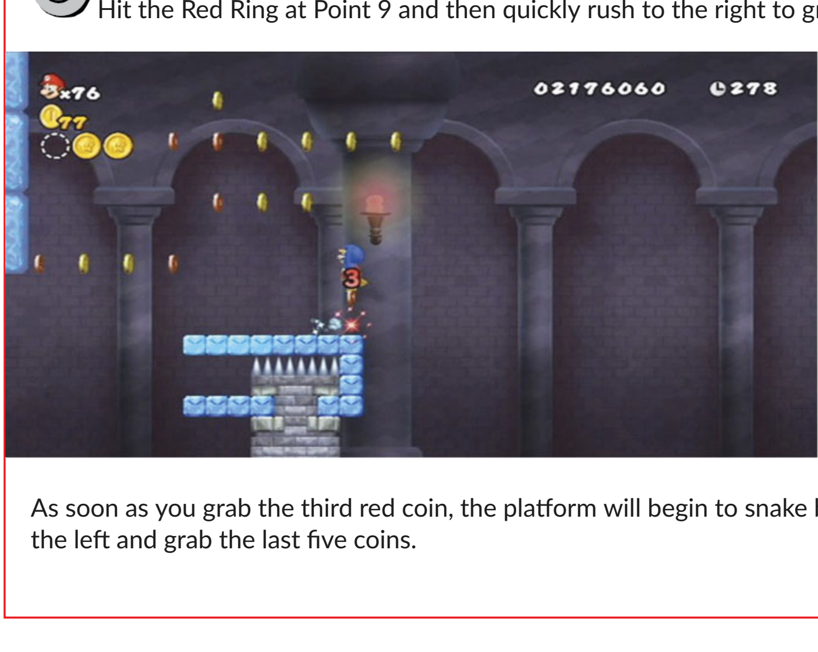


⑧ Ride the platform to Point 8, then jump off to grab the Star Coin that hovers over the collapsible yellow ledge. You'll be stuck on this ledge until the moving platform snakes back around on the right, but keep jumping to avoid putting too much weight on the ledge and falling to your death. As long as you jump repeatedly, you'll stay put long enough to hop back onto the moving platform.

Red Ring Riches



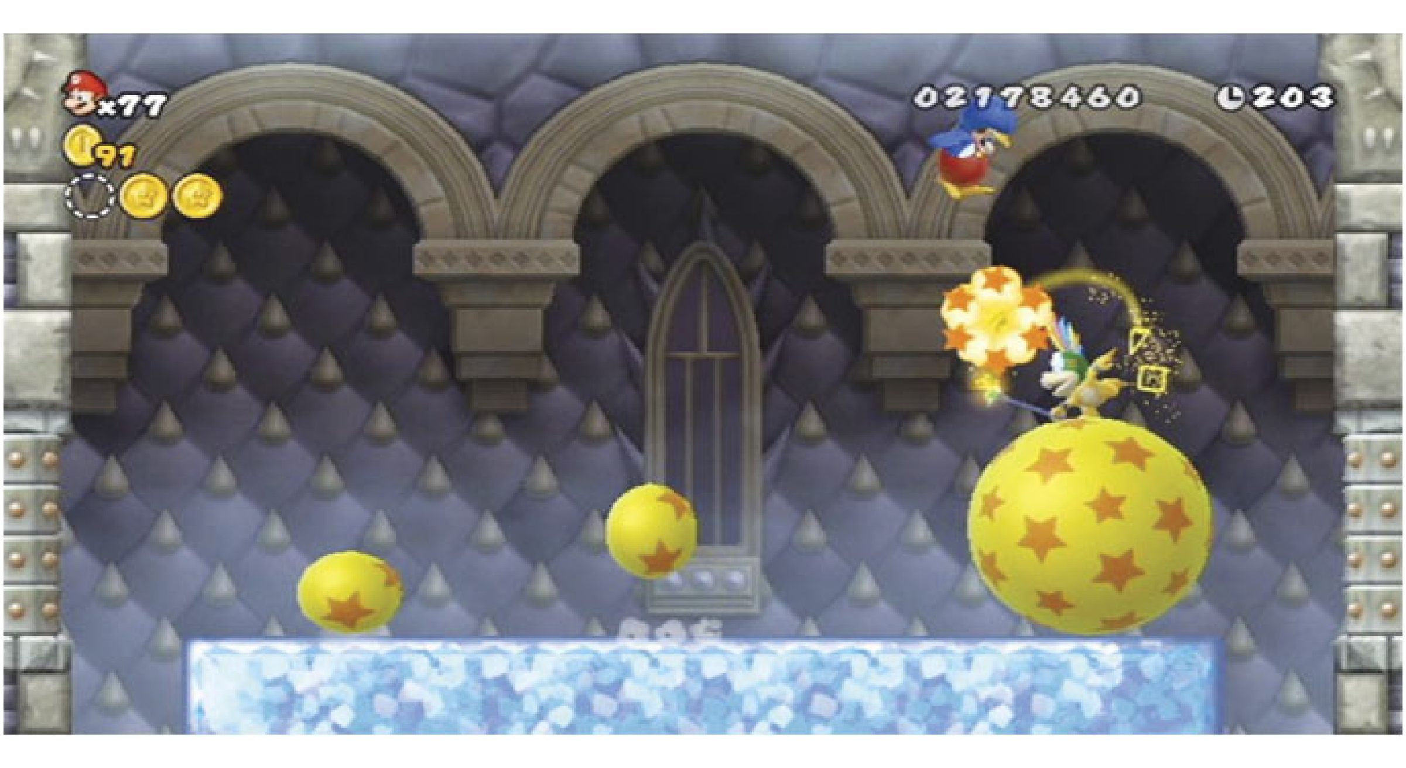
⑨ Hit the Red Ring at Point 9 and then quickly rush to the right to grab red coins 1, 2, and 3.



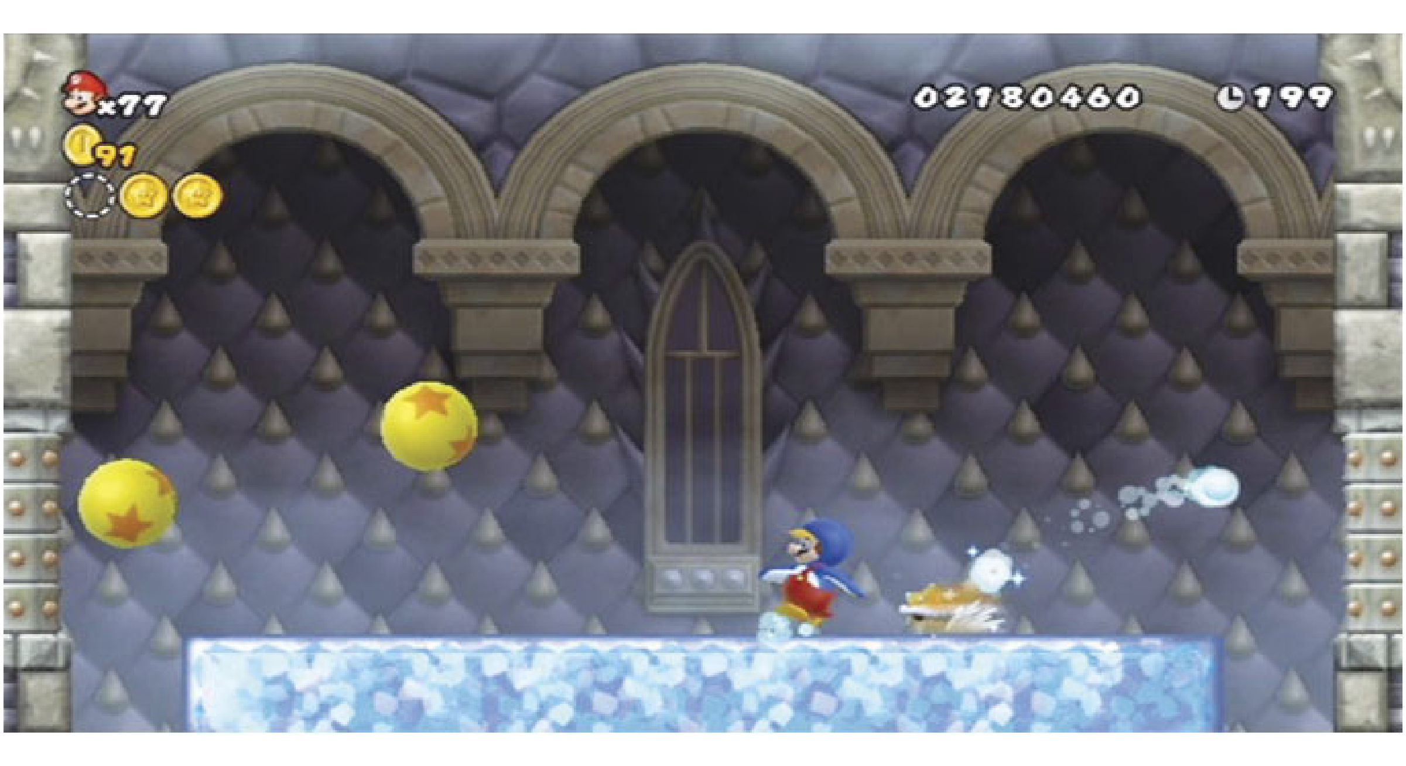
As soon as you grab the third red coin, the platform will begin to snake back to the left, so turn around and rush back to the left and grab the last five coins.

Before going through the doors to the boss room, go down the green pipe at Point 10 to find a room with three circus balls. Bounce up to the ? Block near the exit pipe and hit it to grab a very valuable power-up, the Penguin Suit!

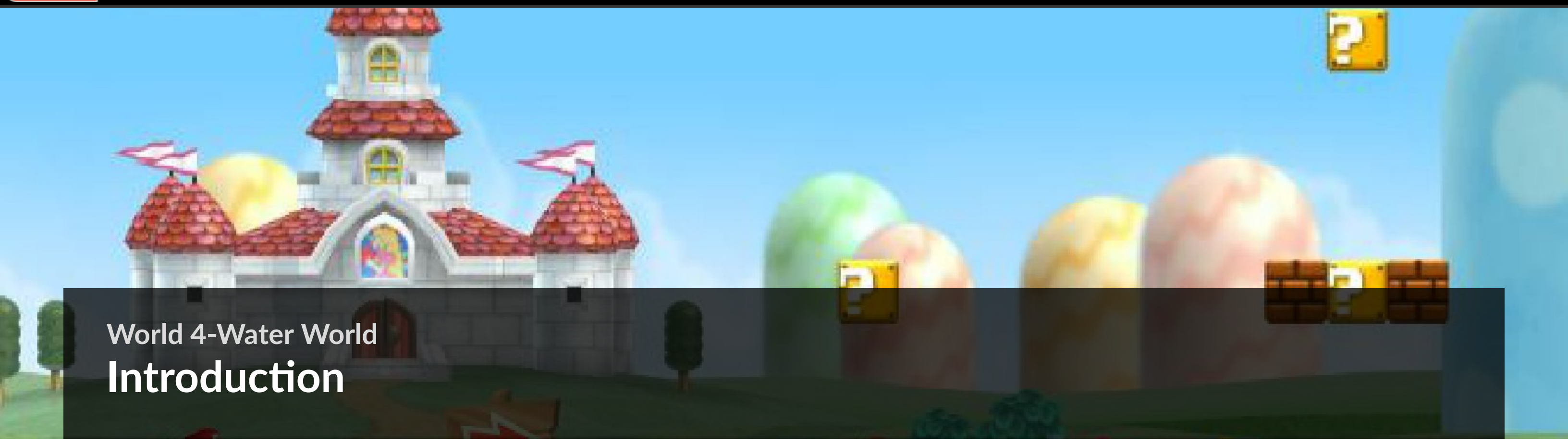
Boss Battle



This battle with Lemmy is not much different than the one you fought in World 3-Tower. This time, though, Lemmy rides a much bigger circus ball, which makes him even harder to reach. And to make matters worse, this time he doesn't wait until you've popped him twice to fire off three circus balls! Still, your fighting strategy remains the same. Bounce from one ball to the other and get above the balancing baddie.



When you're right above Lemmy's head, come down on him and let him have a taste of Mario's boot! Dodge Lemmy's shell attack, then repeat this pounce onto his head two more times to teach this slippery slime ball a lesson.



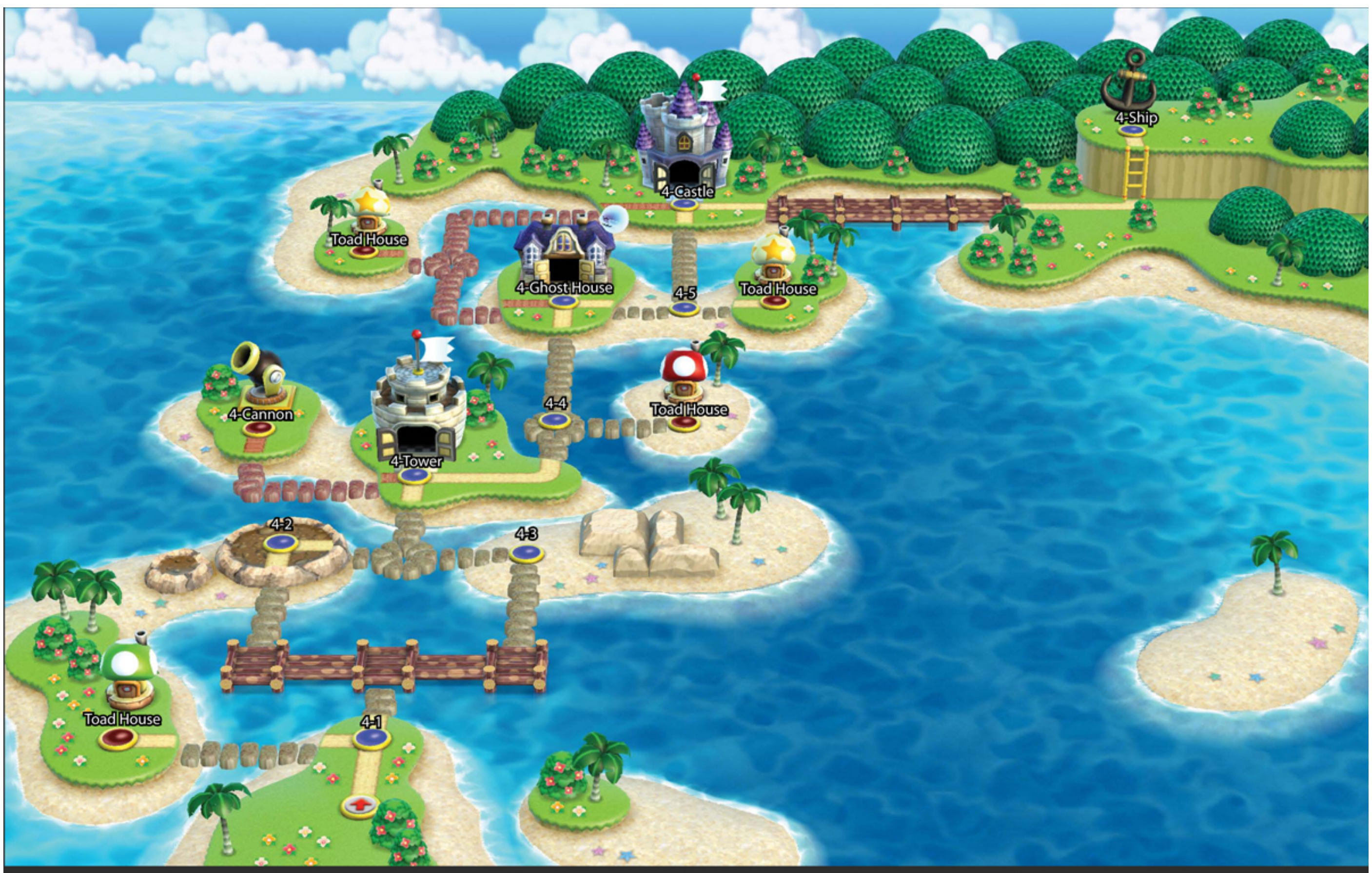
World 4-Water World

Introduction

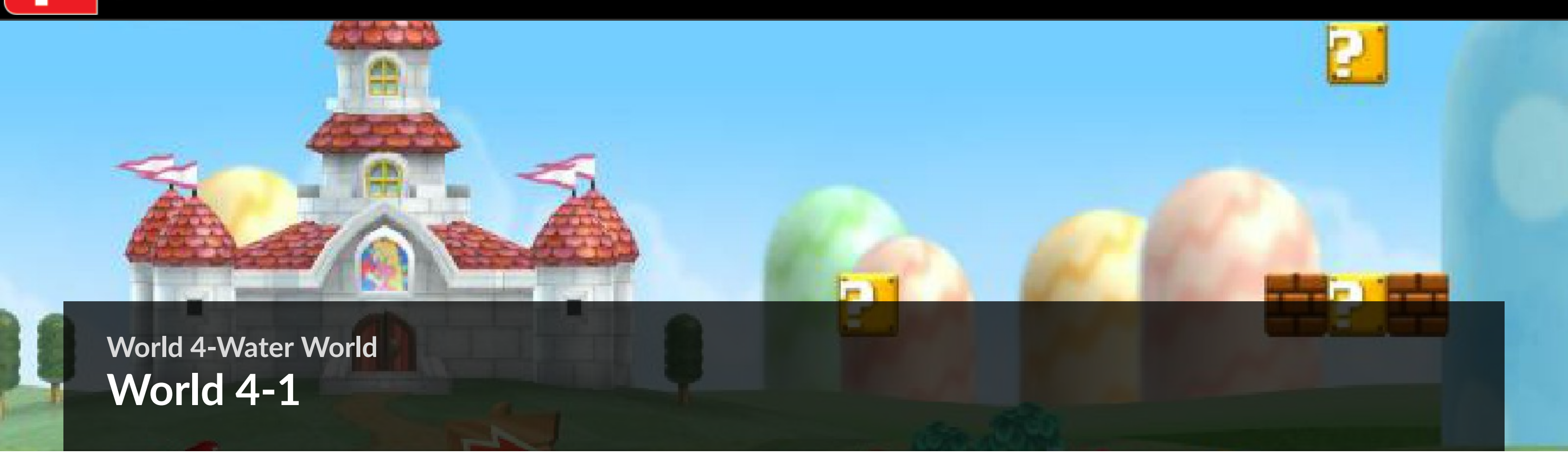
World 4-Water World

Many of the levels in World 4 take place underwater, which makes it hard for Mario to pass by obstacles and enemies with any agility. Underwater, Mario can't use his head-pouncing abilities, so power-ups like the Fire Flower, the Ice Flower, and the Penguin Suit are extremely valuable.

In fact, the Penguin Suit makes Mario a very agile swimmer! Luckily, many enemies in the water don't actively pursue you, so you can avoid them if you're patient.

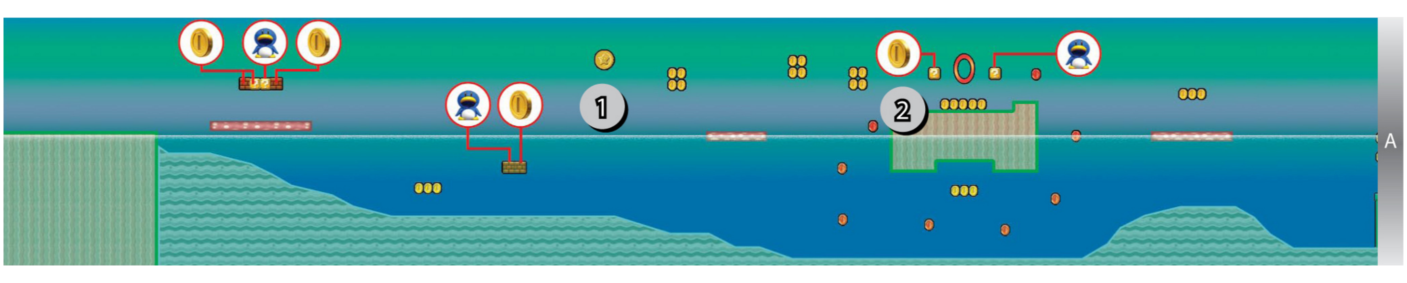

4-Castle
4-Ship
Toad House
4-Ghost House
4-5
Toad House
4-Cannon
4-Tower
4-4
Toad House
4-2
4-3
Toad House
4-1

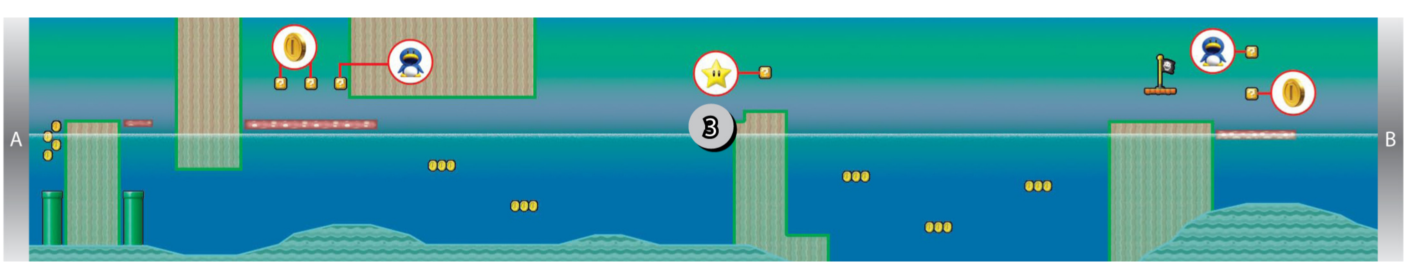
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
9	3	1	1	World 4-Tower	Wendy O. Koopa

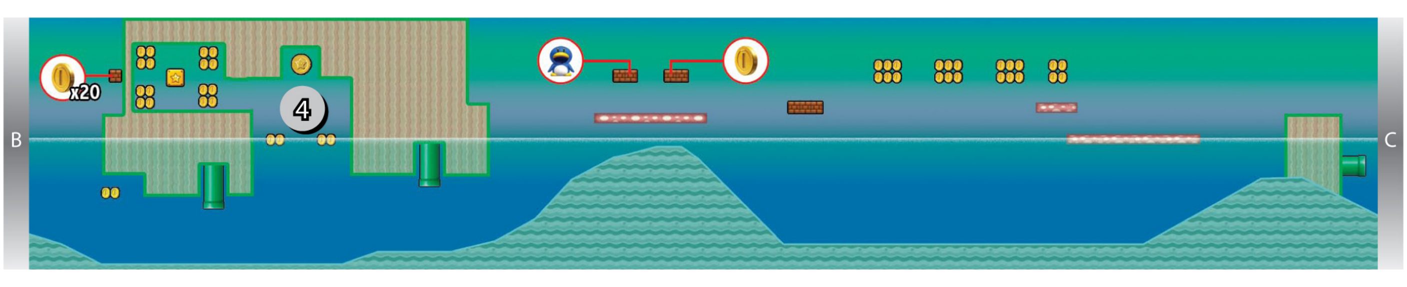


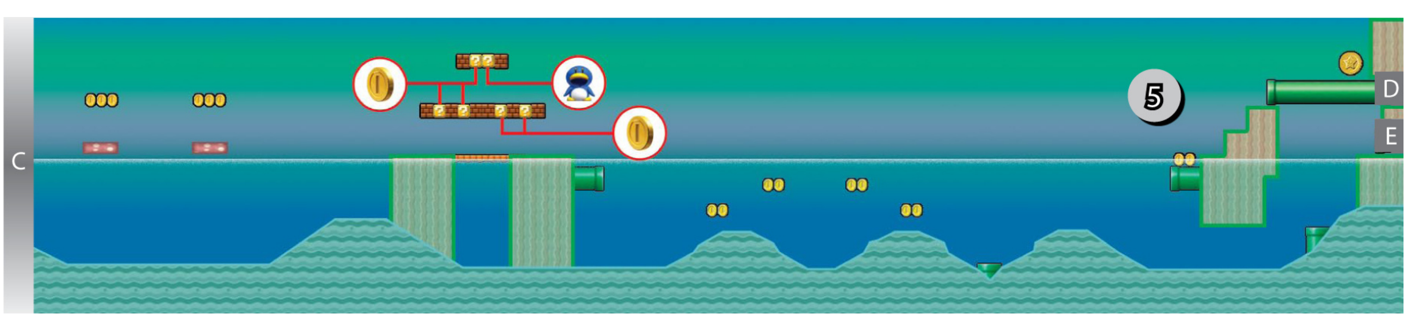
World 4-Water World

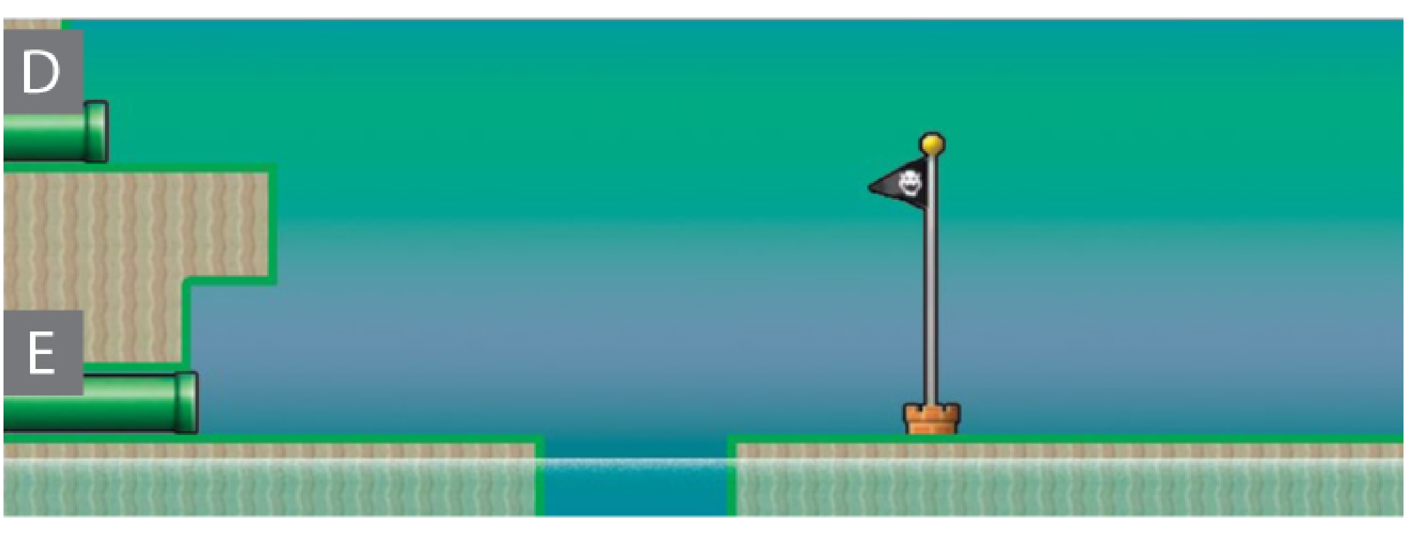
World 4-1



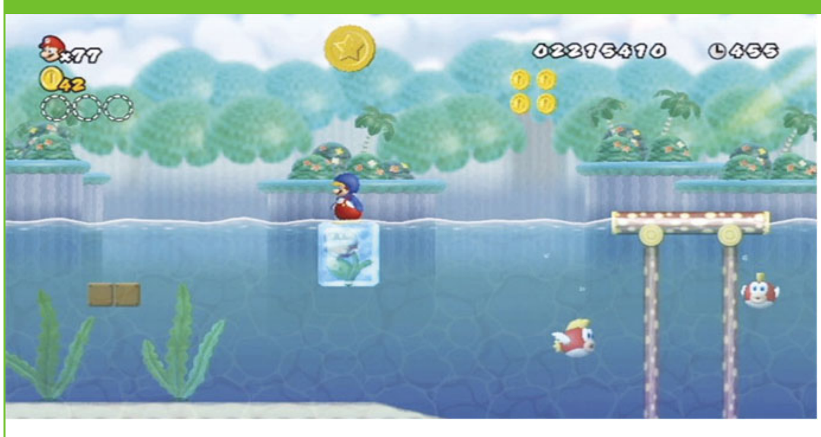






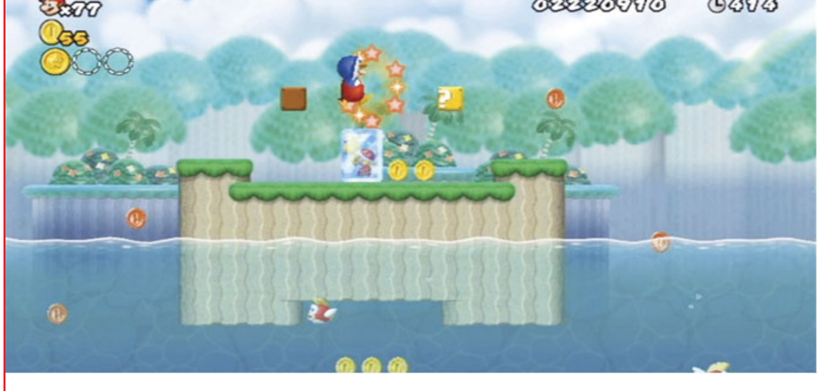


Star Coin

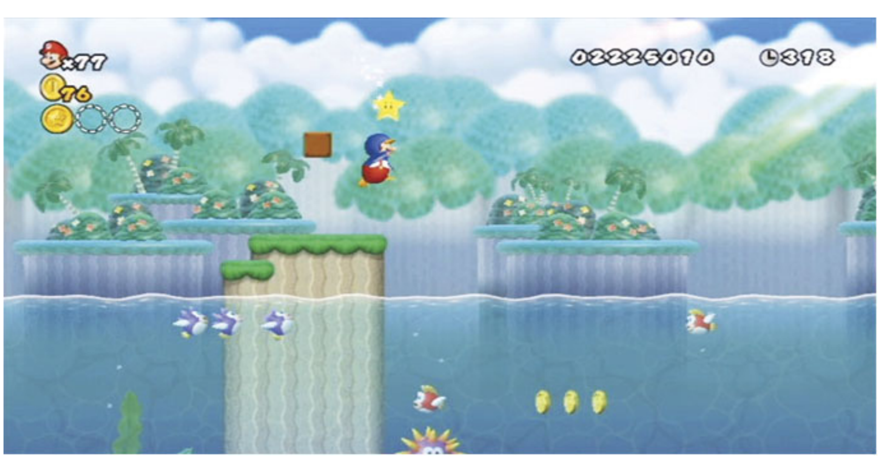


① Hurl a snowball at the River Piranha Plant at Point 1 and wait for it to float up to the top of the water. Jump out of the water and climb onto the floating ice cube, then jump up to grab the Star Coin above it.

Red Ring Riches

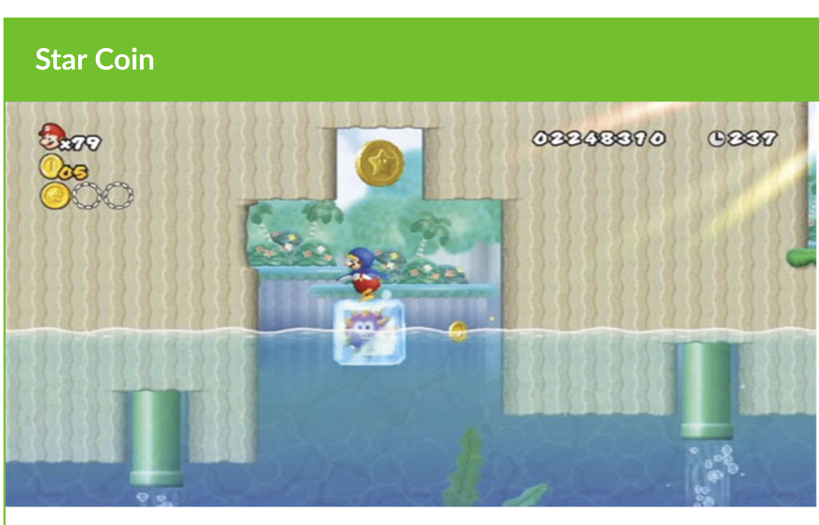


② Freeze the Cheep Cheeps at Point 2 and use them to reach the platform with the Red Ring. After passing through the Red Ring, the red coins appear in a large circular pattern around the platform. Dive back into the water and swim around the platform to collect all eight red coins.



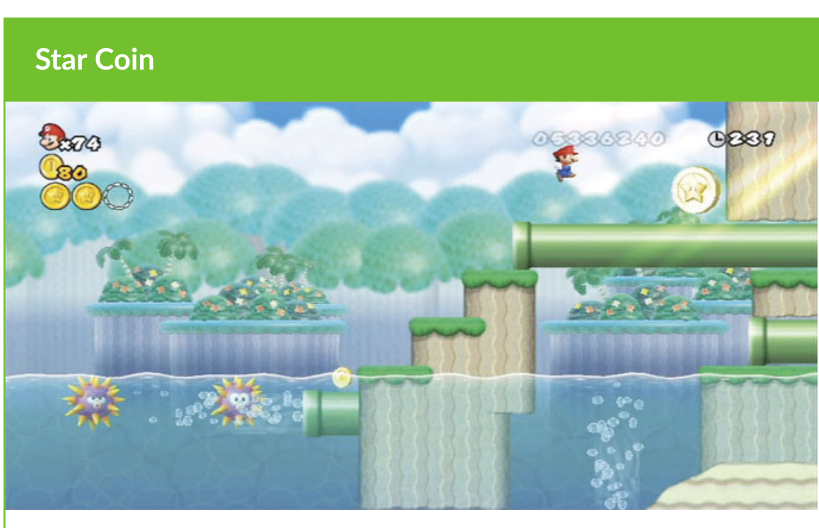
③ Hit the ? Block at Point 3 and grab the Star. While invincible, dive back into the water and swim through the Cheep Cheeps and Bloopers without taking any damage!

Star Coin



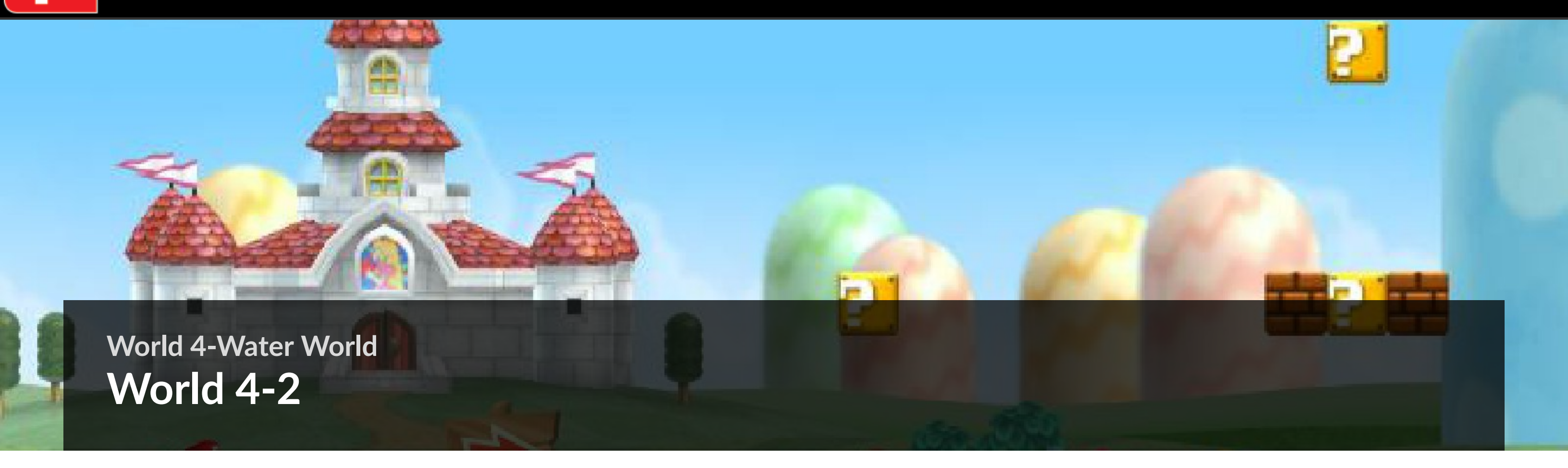
④ Grab the second Star Coin by freezing the Urchin at Point 4 then riding the frozen fish up to the surface of the water. As soon as you break through the surface, jump up and grab the second Star Coin.

Star Coin



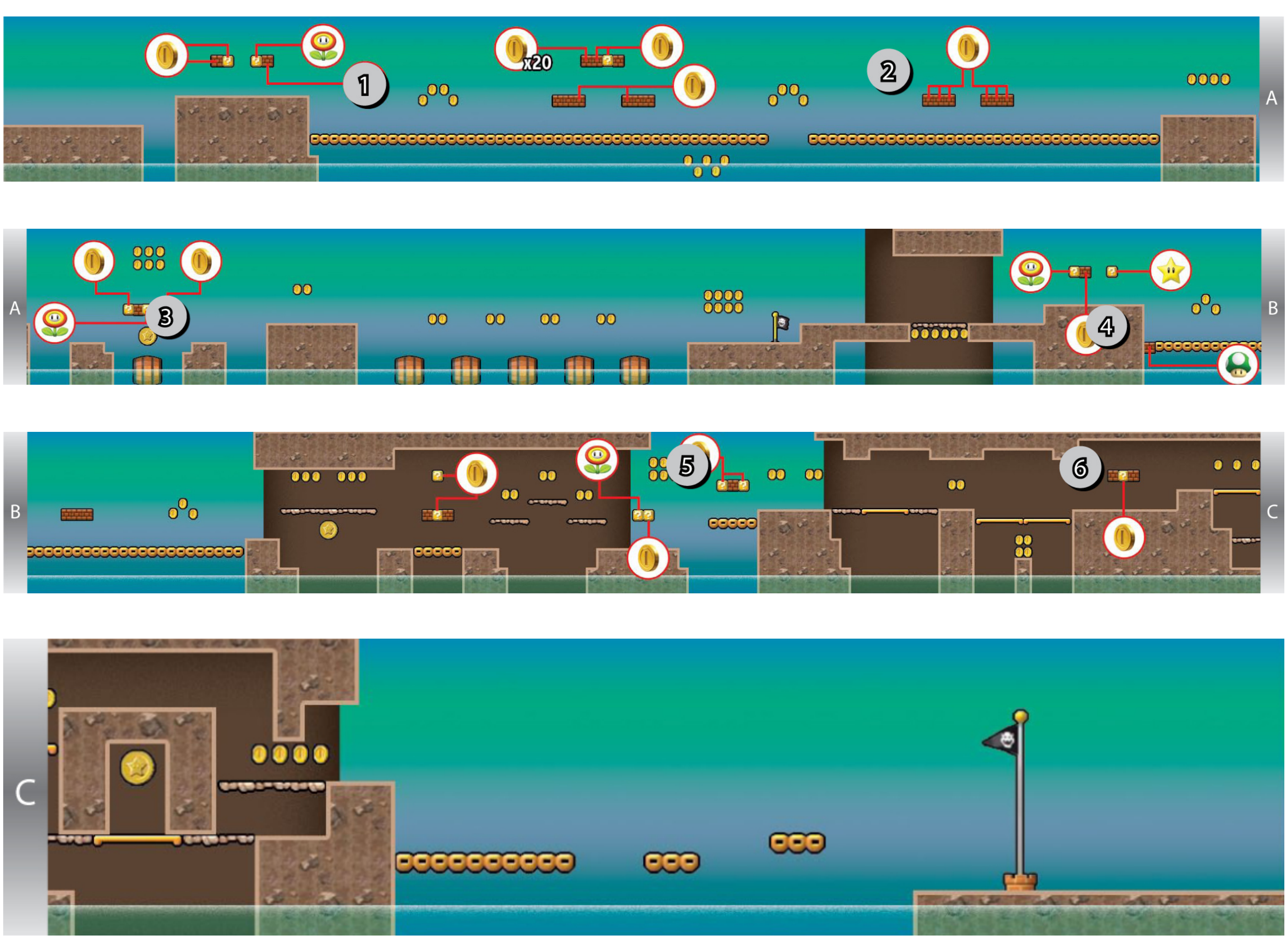
⑤ To reach the third Star Coin, first freeze the two Urchins near the bubble-jet pipe then quickly jump across them before they begin to sink. This way, you avoid getting hit by the bubble-jet and blasted back in the water.

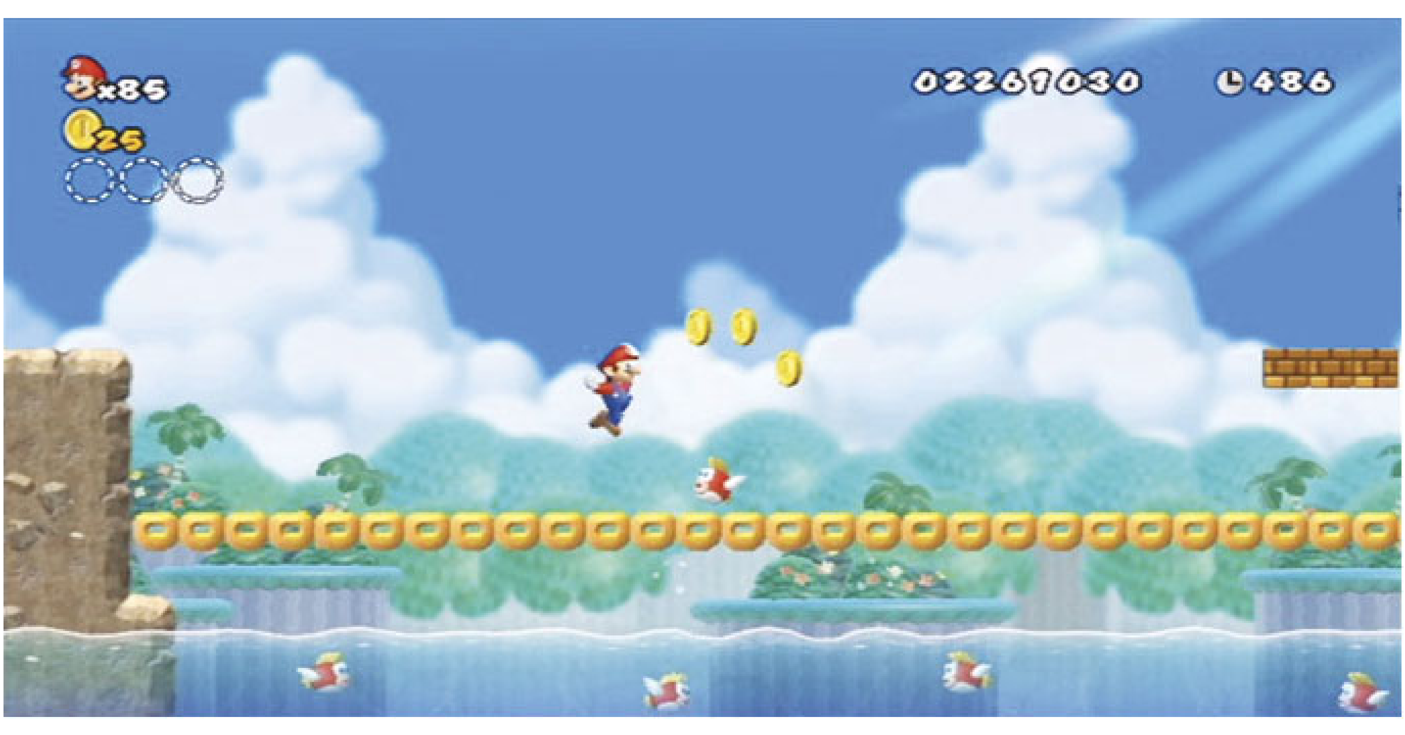
After you leap across the two ice-cubed fish, hop onto the top of the bubble-jet pipe to reach the final Star Coin.



World 4-Water World

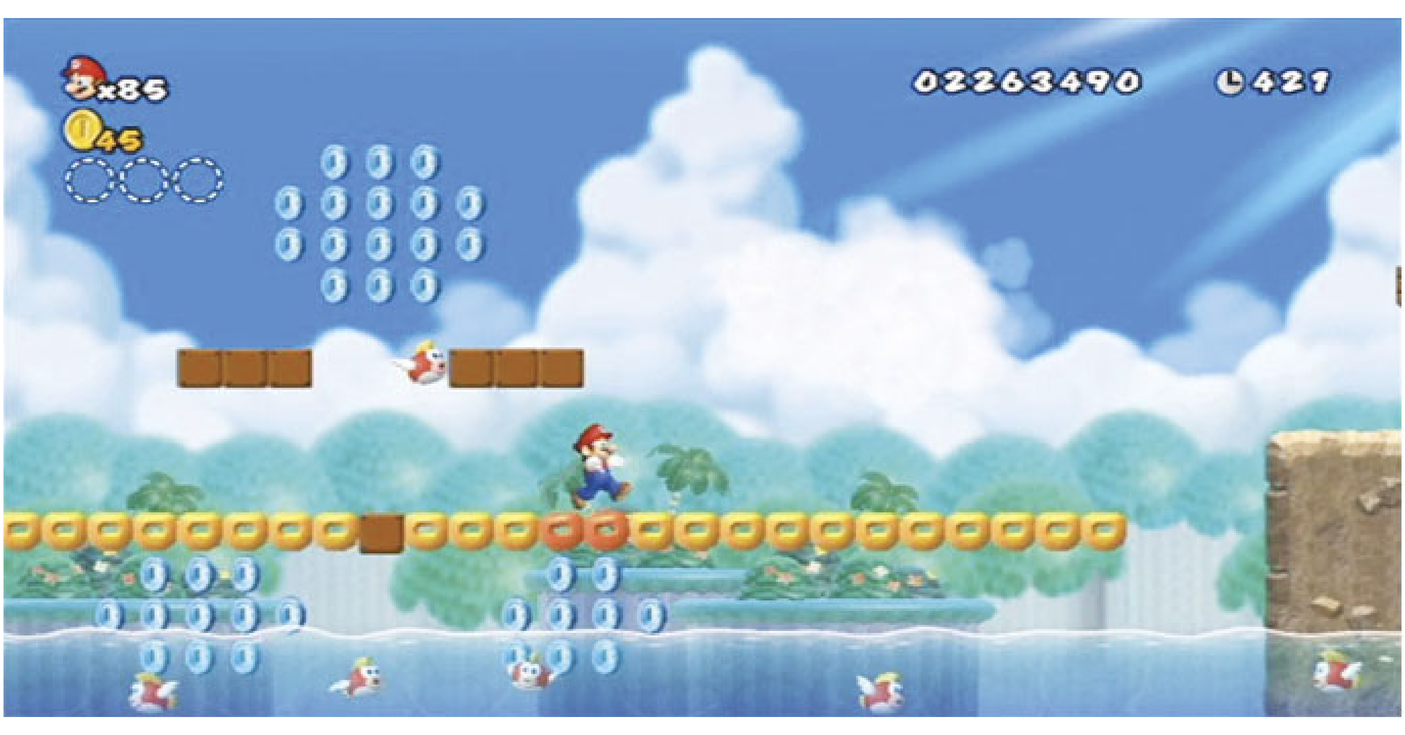
World 4-2





① Nearly the entire walkway on World 4-2 is a collapsible yellow platform. If you stand in one place for too long, the section under Mario's feet will give way and send the plump plumber into the drink!

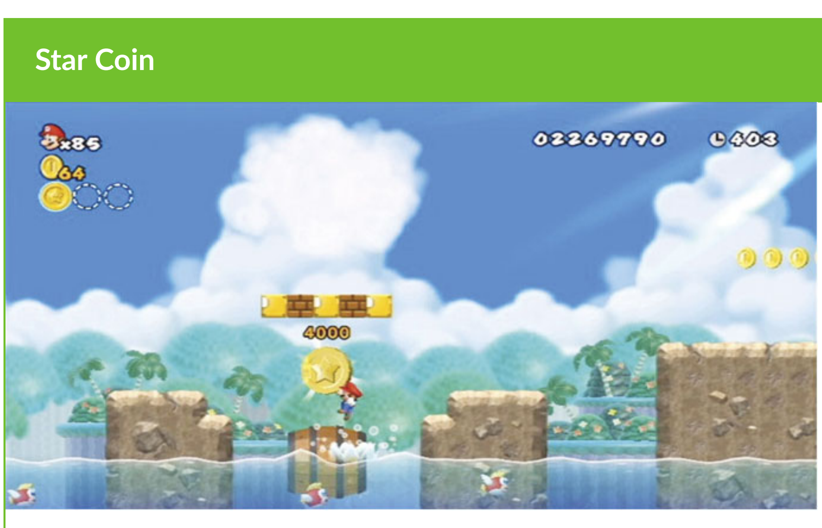
Stay on the move to avoid falling into the water and getting hit by a flying Cheep Cheep.



② If you want to get the P Switch at Point 2, you'll have to intentionally dive into the water and risk getting hit by Cheep Cheeps.

Stand on the platform long enough for it to give way underneath you, then hit the Brick at Point 2 to reveal the P Switch. Jump out of the water to activate the P Switch, then quickly collect all of the blue coins that appear.

Star Coin

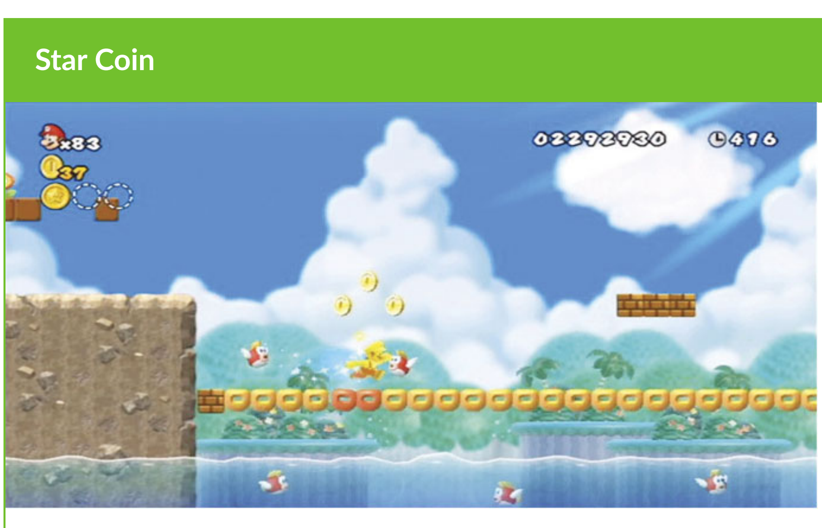


③ The first Star Coin is hovering above a floating barrel. Jump onto the barrel, then jump up to nab the Star Coin before the barrel spins and sends you into the water.

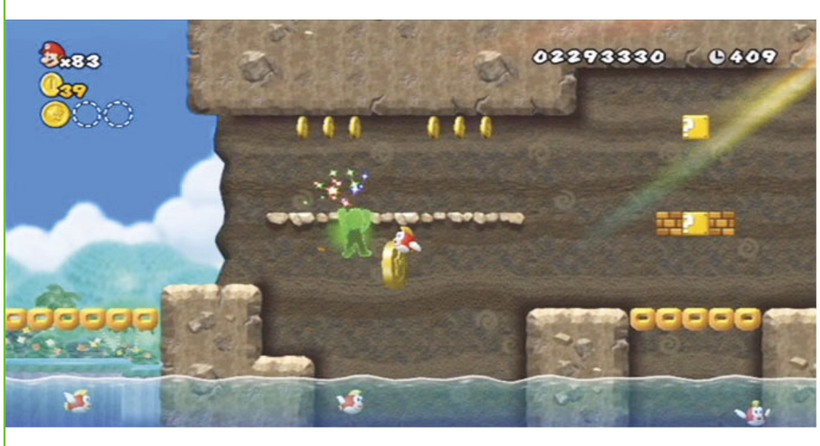
Tip

Maintain your top speed and carefully hop from barrel to barrel to avoid slipping into the water.

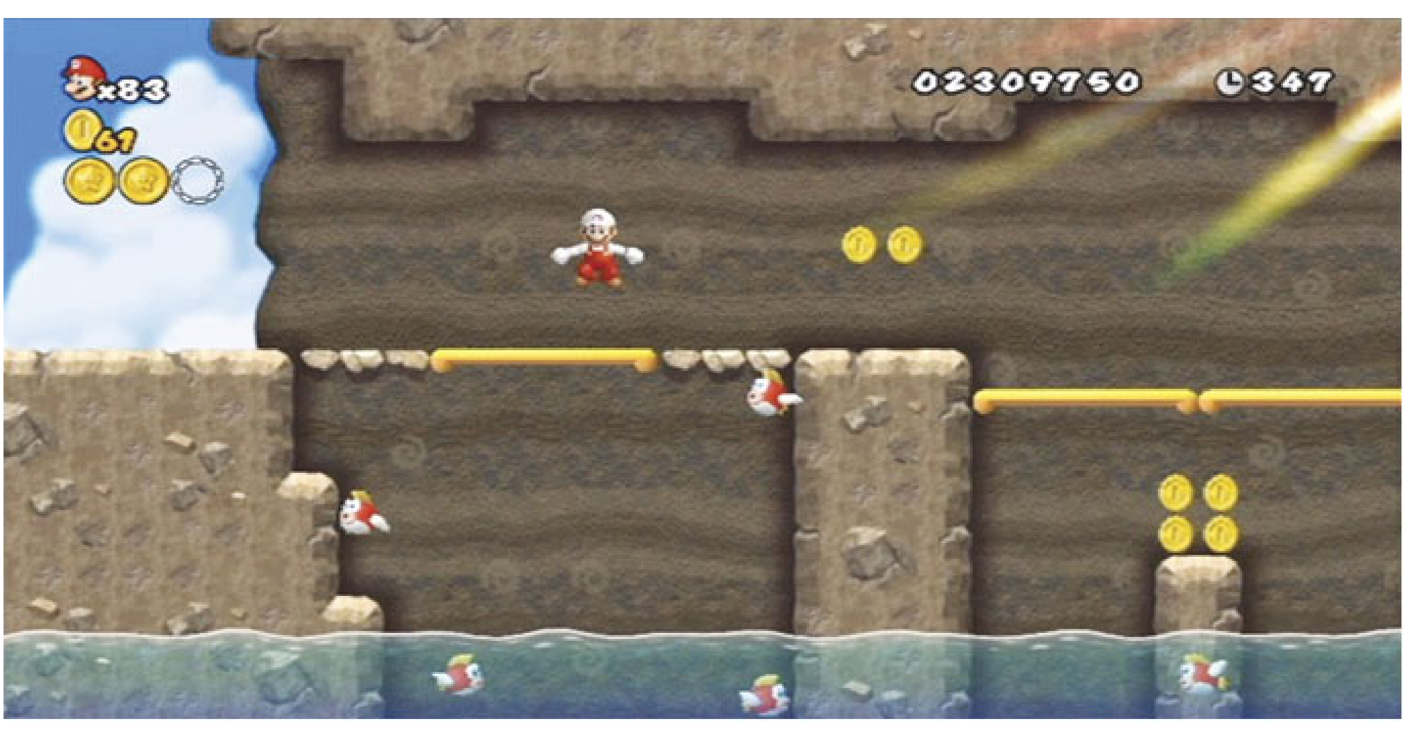
Star Coin



④ Grab the Star from the ? Block at Point 5 and then dash across the next section of unstable walkway.

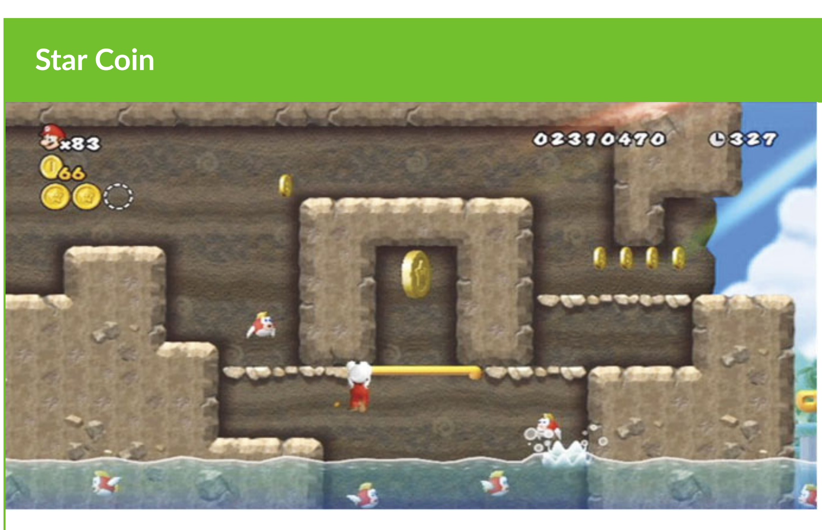


When you reach the next Star Coin, hop onto the ledge and drop down so that you're hanging from it. Shimmy to the right and grab the Star Coin as you go.

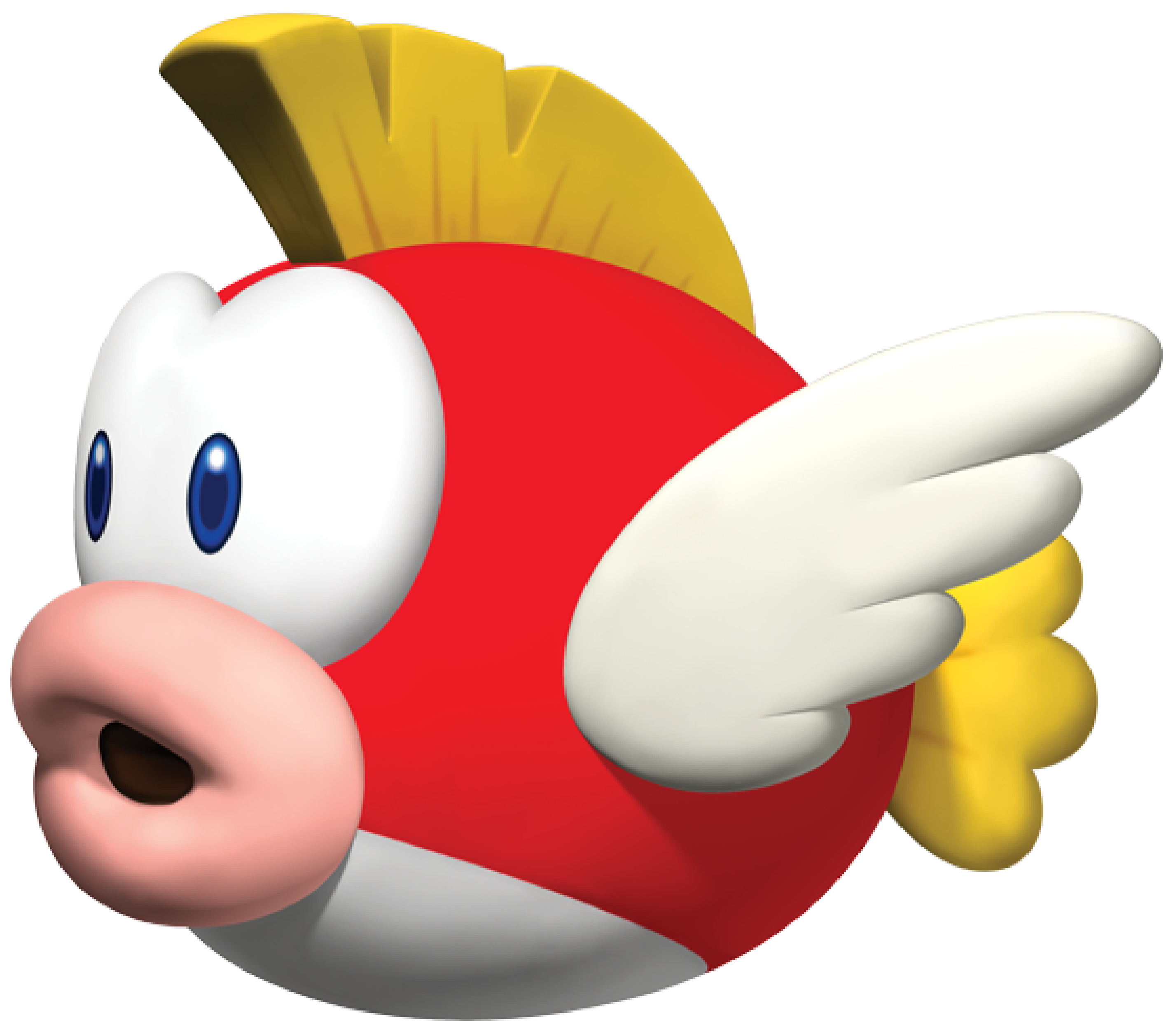


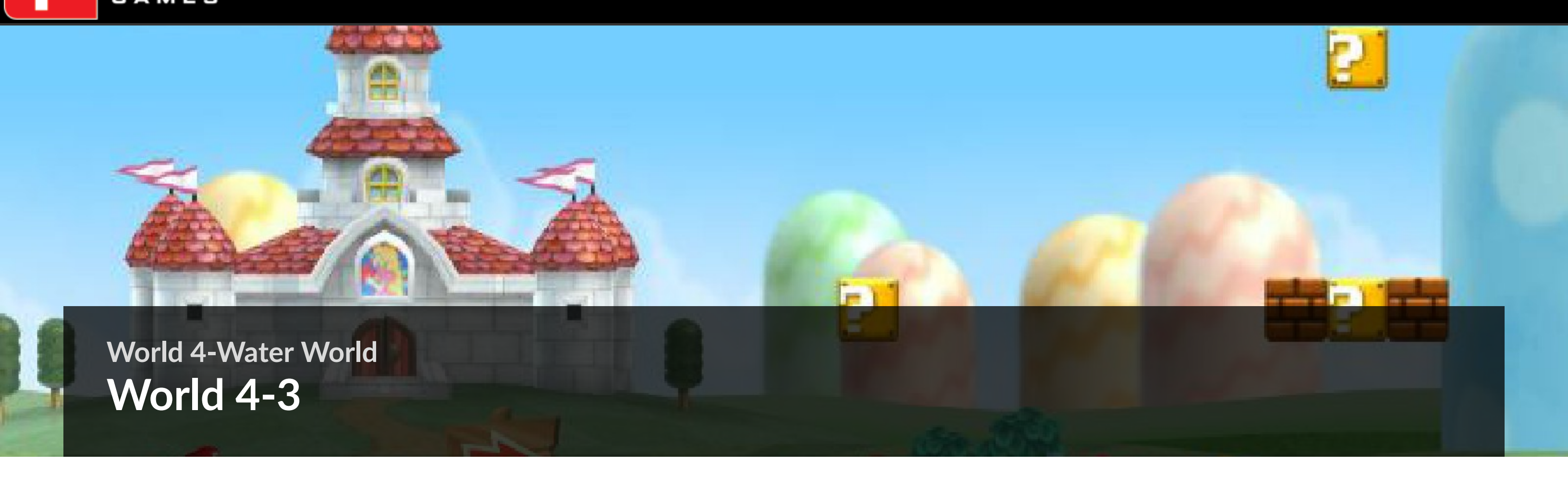
⑤ The long, thin ledges that appear beginning at Point 6 are just as unstable as the other yellow walkways. Hop across them to avoid putting too much weight on them and falling into the Cheep Cheeps' domain.

Star Coin



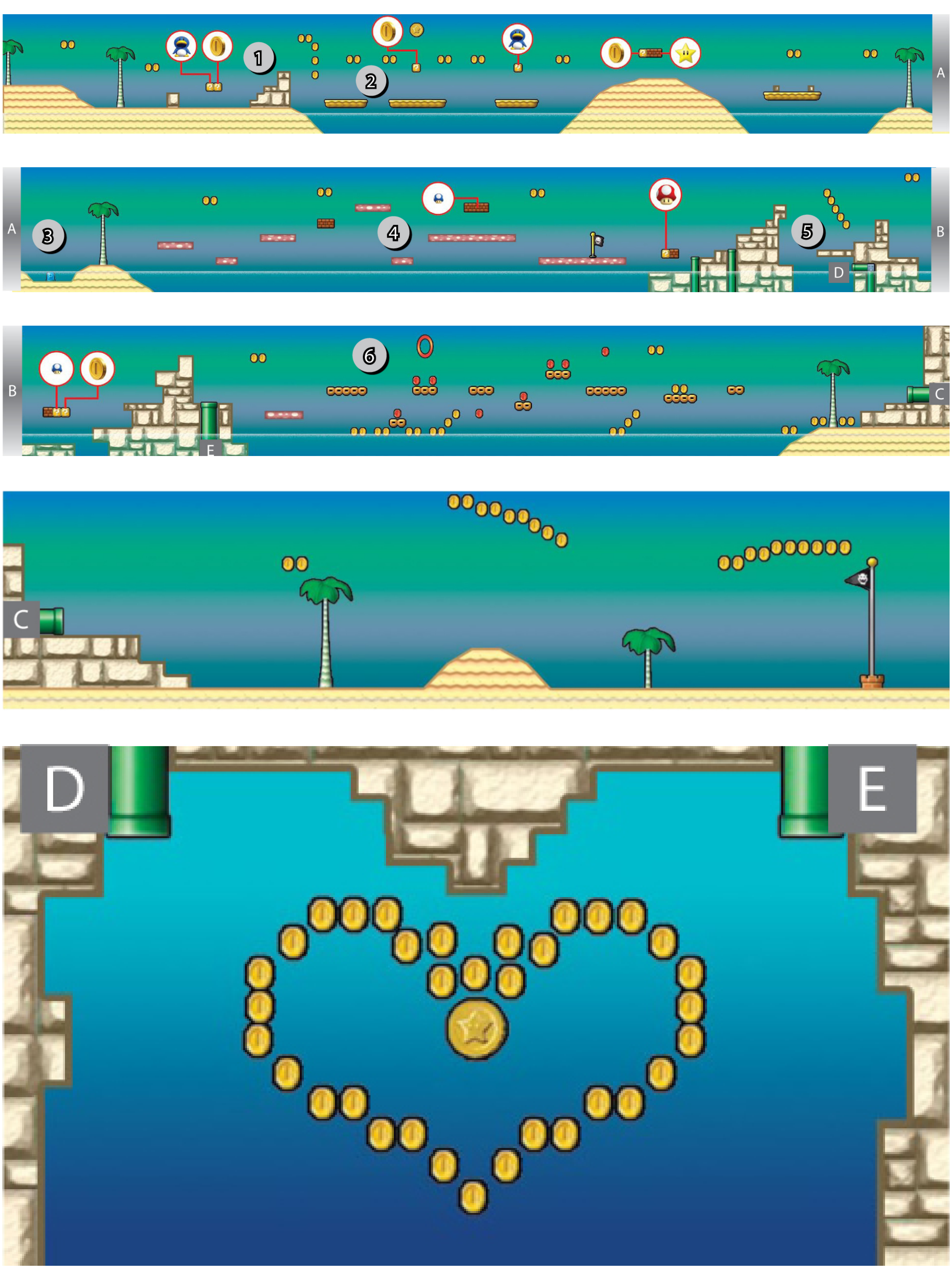
⑥ To pocket the third Star Coin, stand on the yellow ledge to the right of the Star Coin until it drops you onto the rock ledge below it. Hang from the rocky ledge, then shimmy to the right onto the next yellow ledge. Hoist yourself onto it, then jump up to grab the Star Coin.

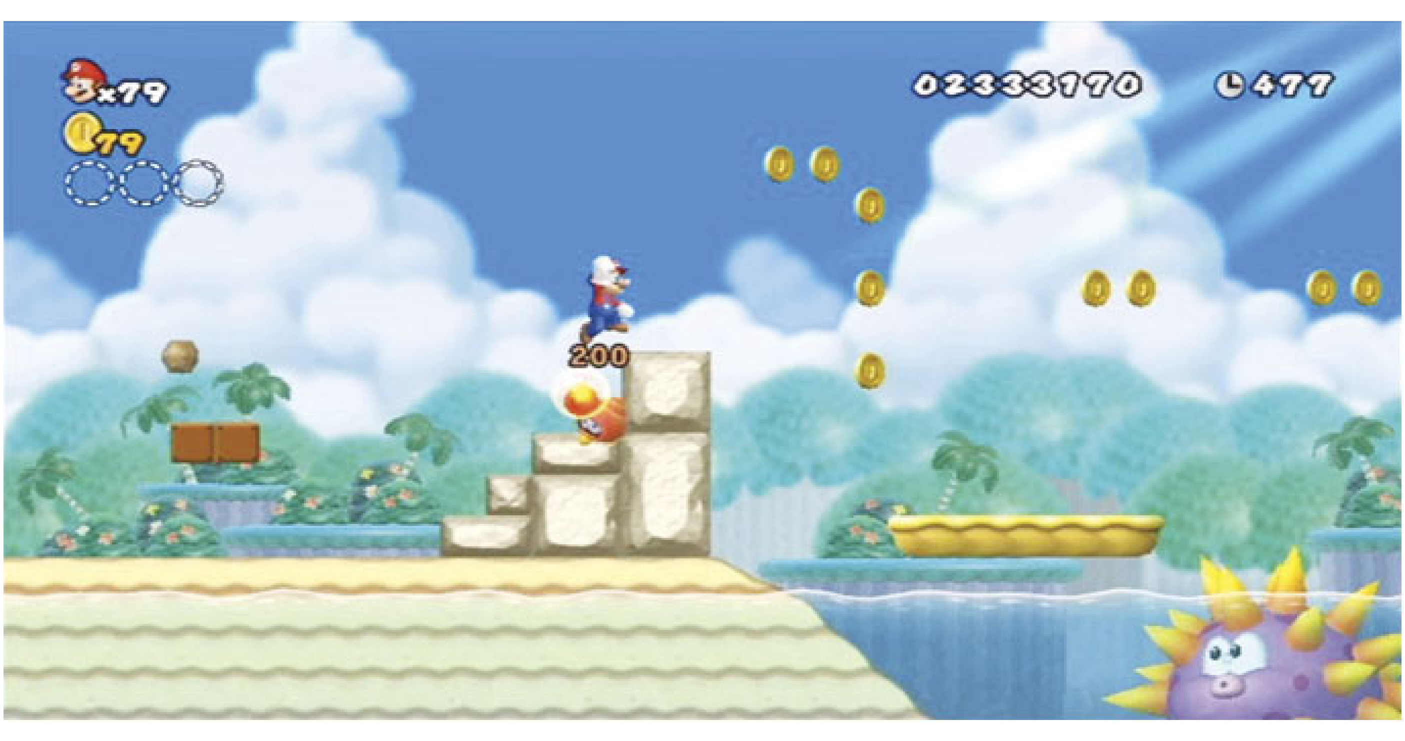




World 4-Water World

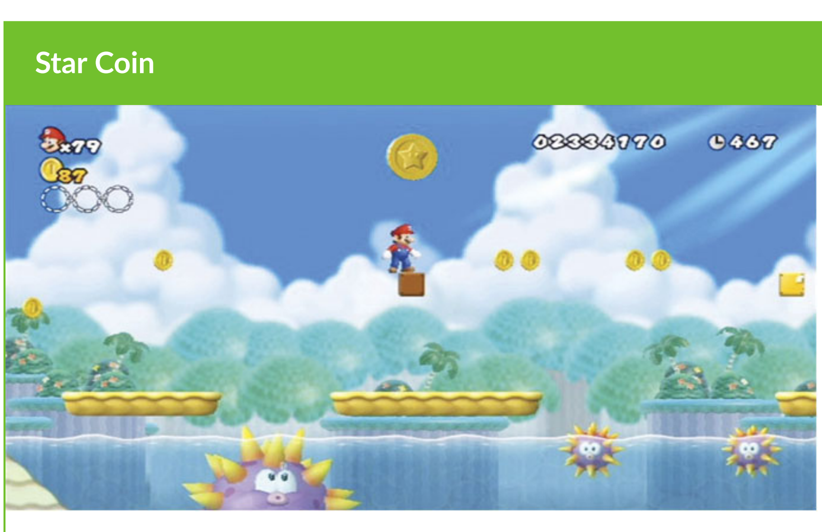
World 4-3



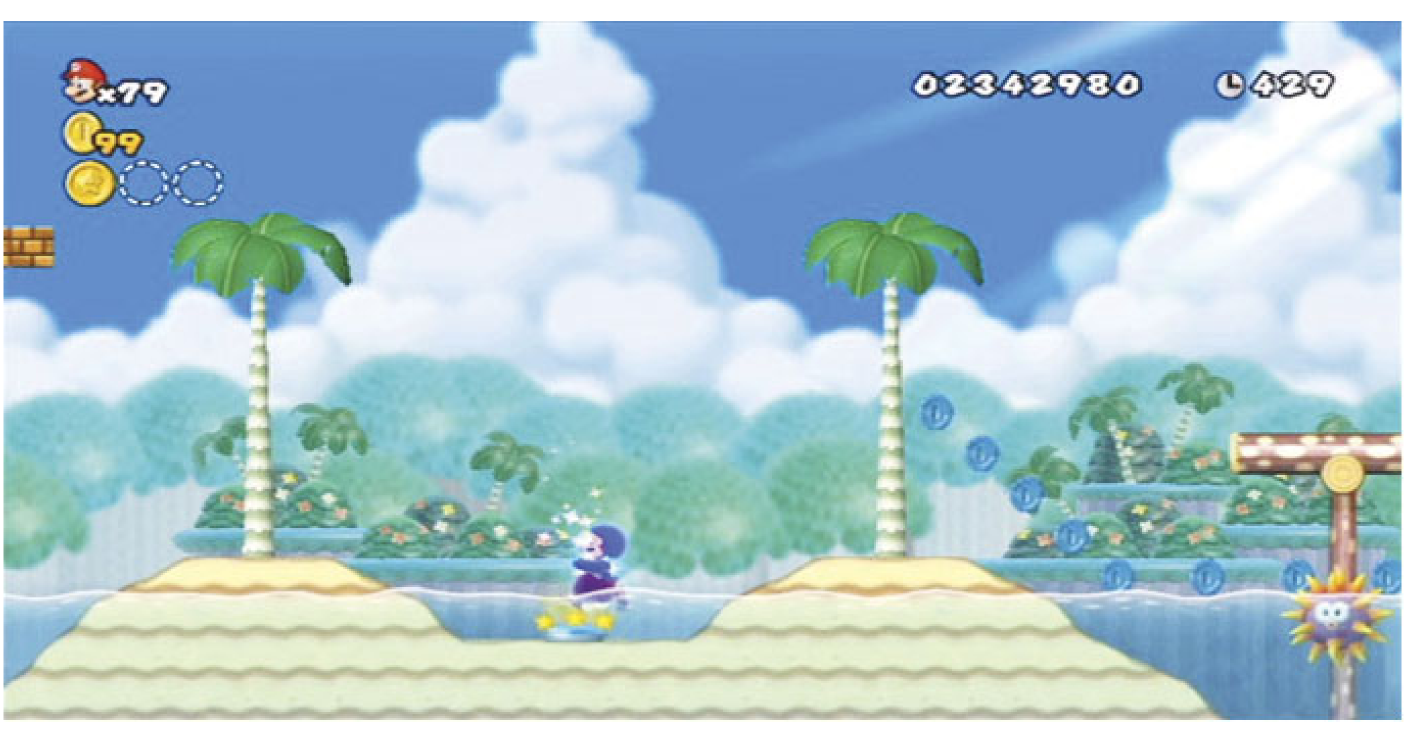


① Watch out for the Huckit Crabs on this level. They'll hurl rocks at you as you approach and continuously hop up and backwards to throw rocks both high and low.

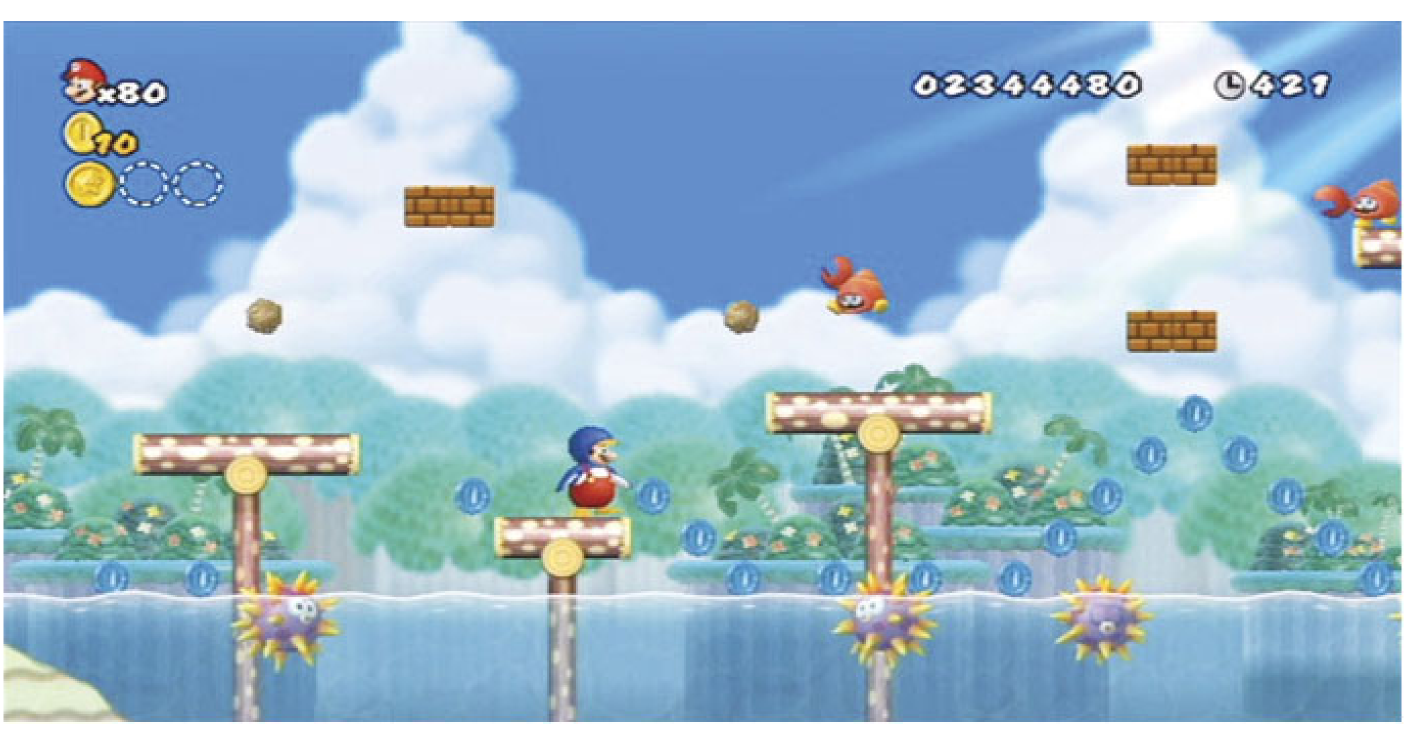
Star Coin



② The first Star Coin is very easy to reach. Simply jump onto the ? Block at Point 2 to reach it.

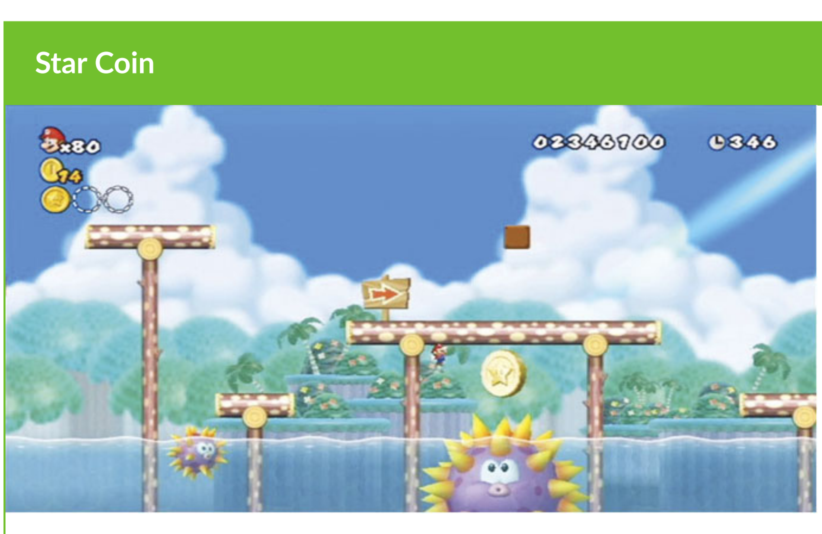


③ The P Switch at Point 3 reveals a long row of zigzagging blue coins spreading across the level to the right.



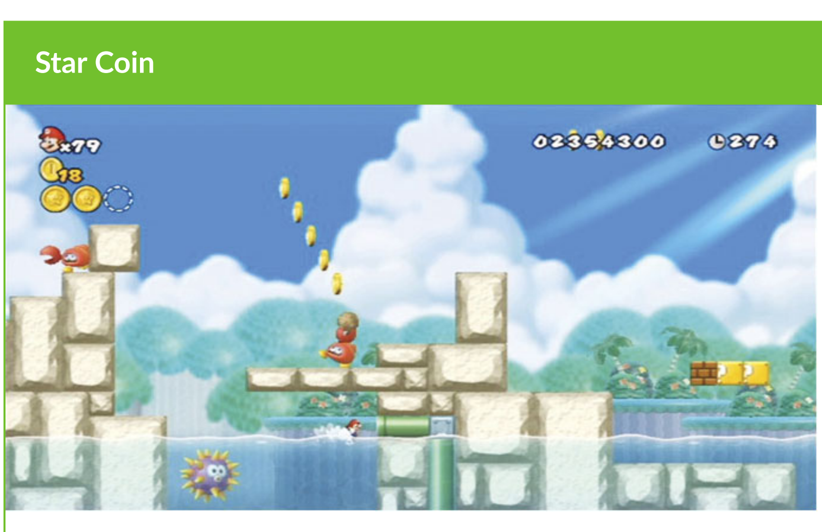
To grab them all, jump in and out of the water as you go, and dodge the Urchins along the way.

Star Coin

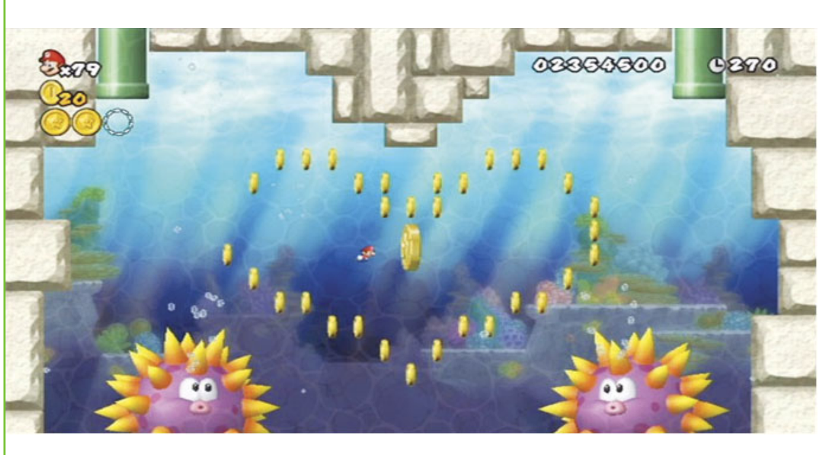


④ To get the Star Coin at Point, 4 first hit the ? Block above it and get the Mini Mushroom. Once you've shrunk, hop down onto the water and run and jump over the Big Urchin to grab the Star Coin.

Star Coin



⑤ While you're still Mini Mario, go through the pipe at Point 5 to enter an underwater cavern with the next Star Coin.

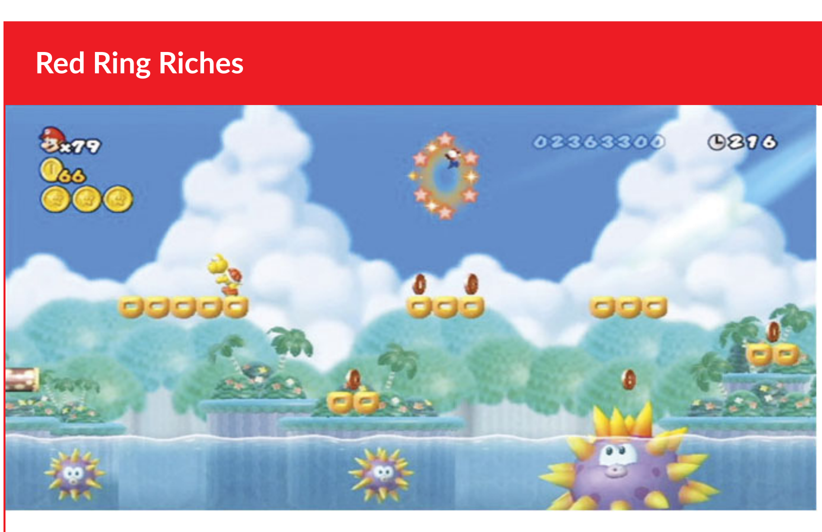


It's surrounded by several coins in the shape of a heart, so swim down to the Star Coin, grab the other coins while avoiding the two Big Urchins, and then exit through he pipe on the right.

Note

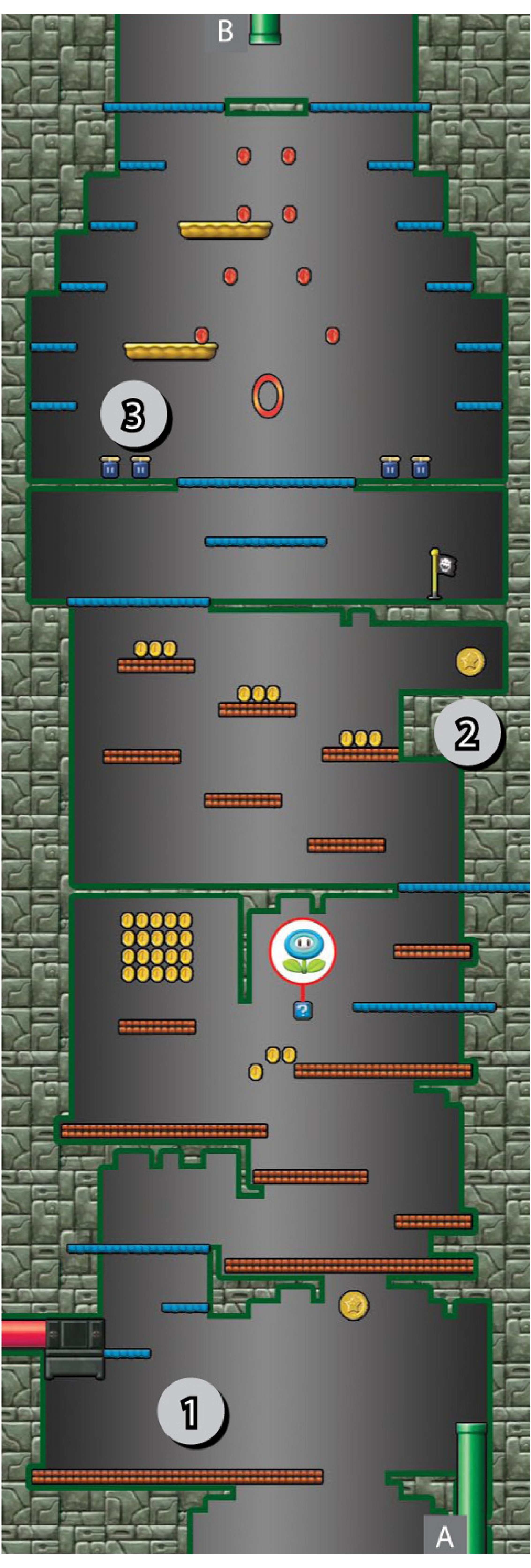
While in Mini Mario form, you will not weigh enough to make the yellow collapsible walkways give way! Feel free to stand on them as long as you like.

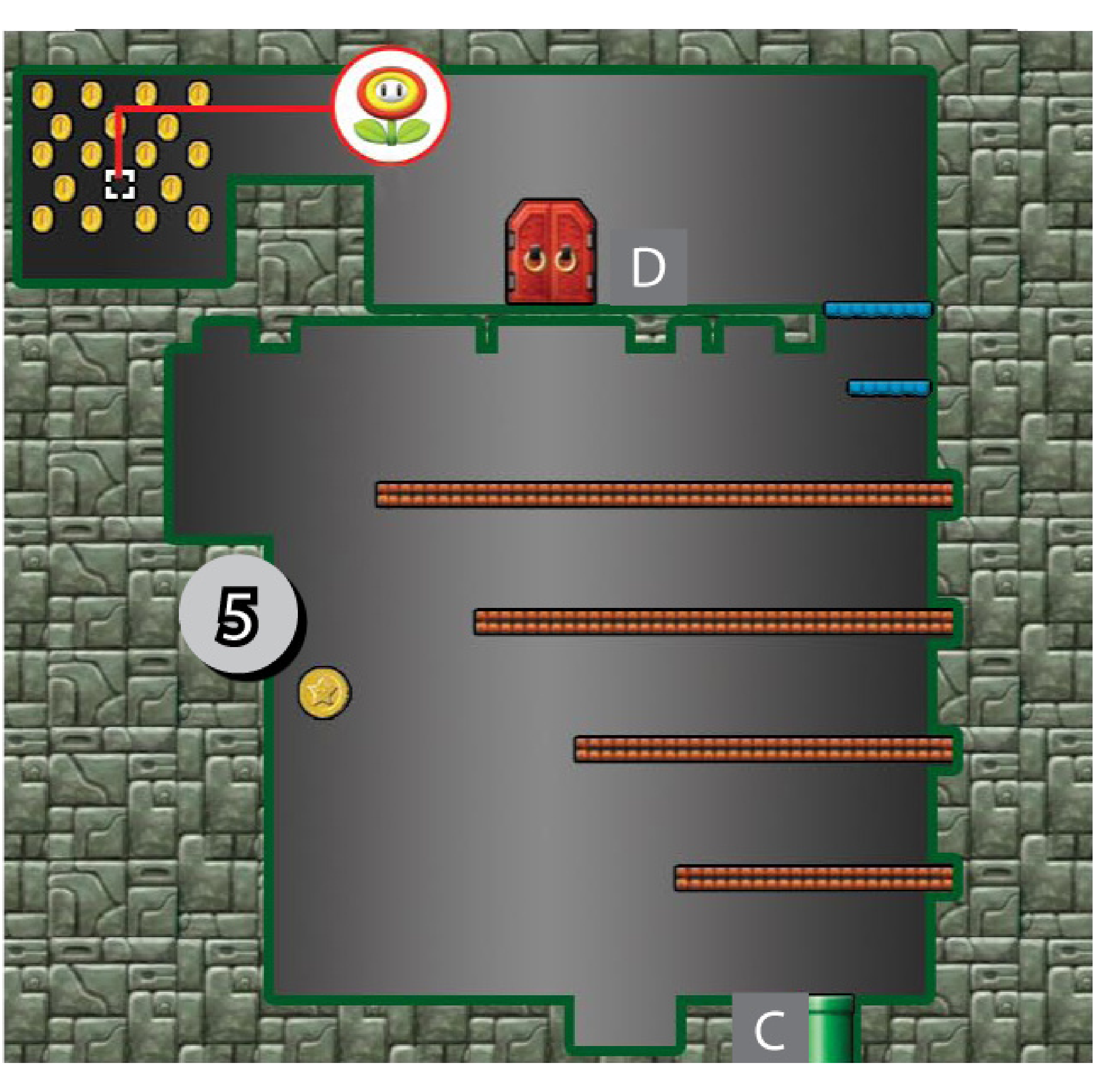
Red Ring Riches

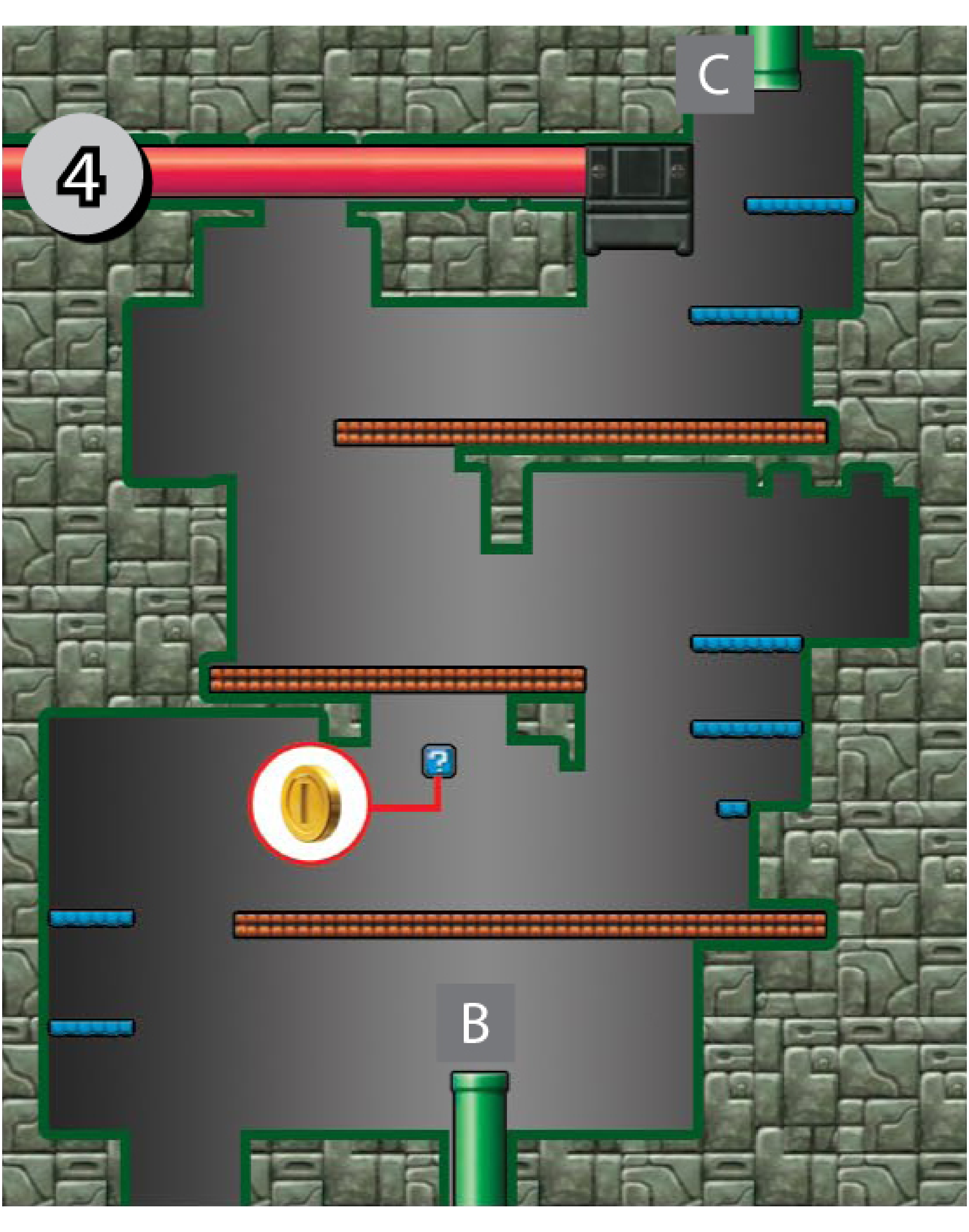


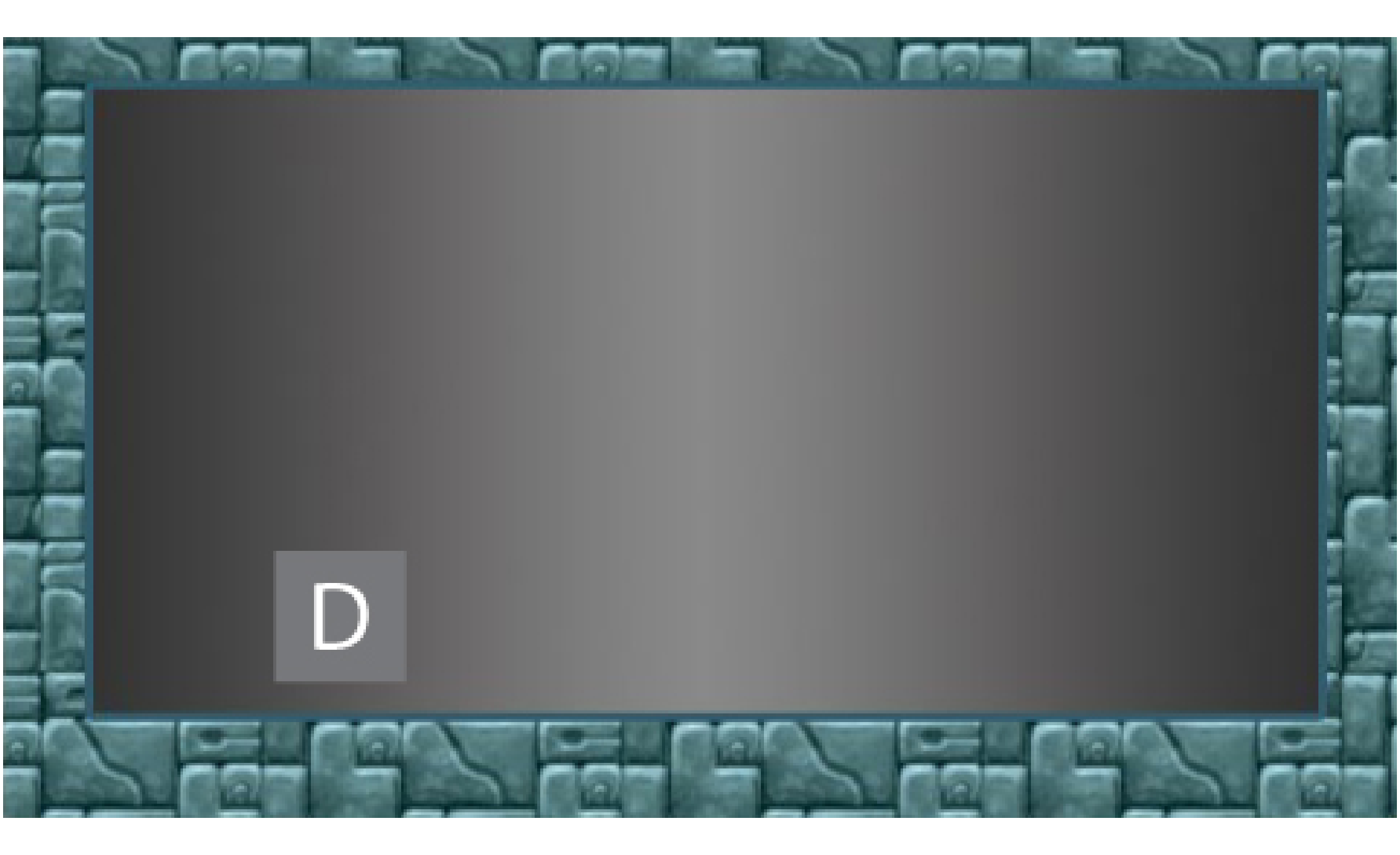
⑥ The Red Ring at Point 6 reveals eight red coins scattered across the next few yellow platforms. Drop down to grab the first one, then jump right, across the platforms, to grab the next seven.

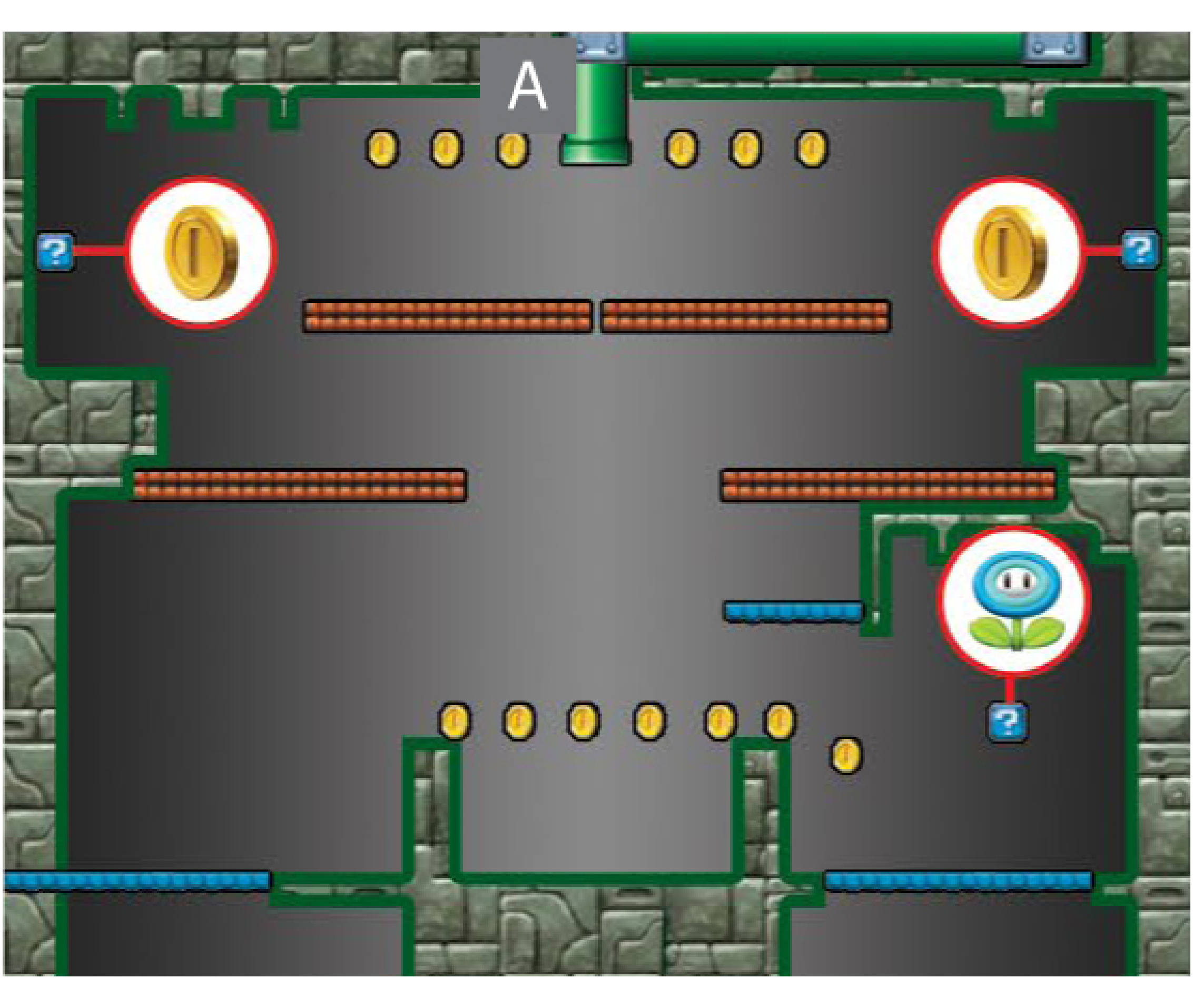
World 4-Tower



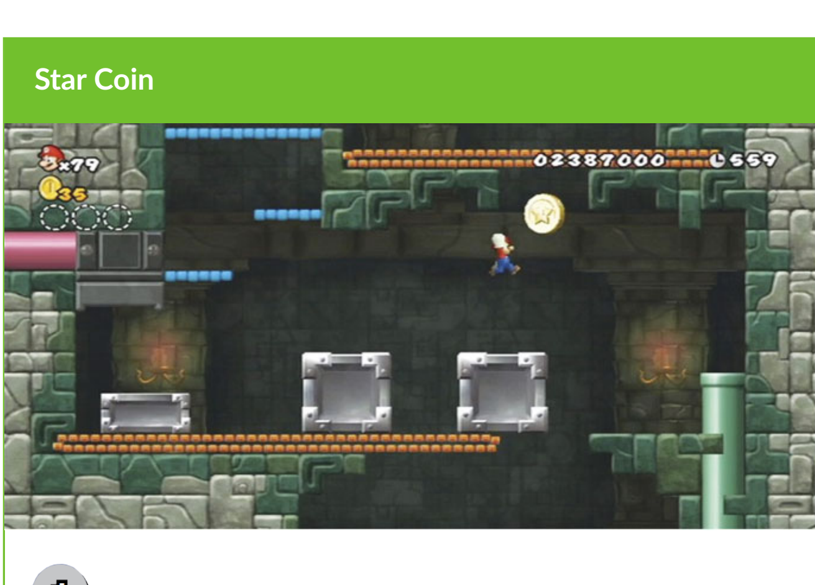






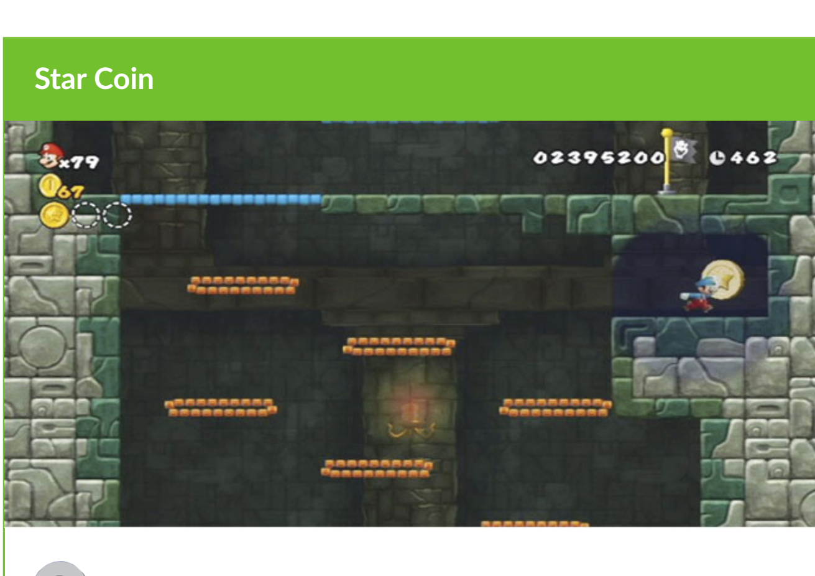


Star Coin



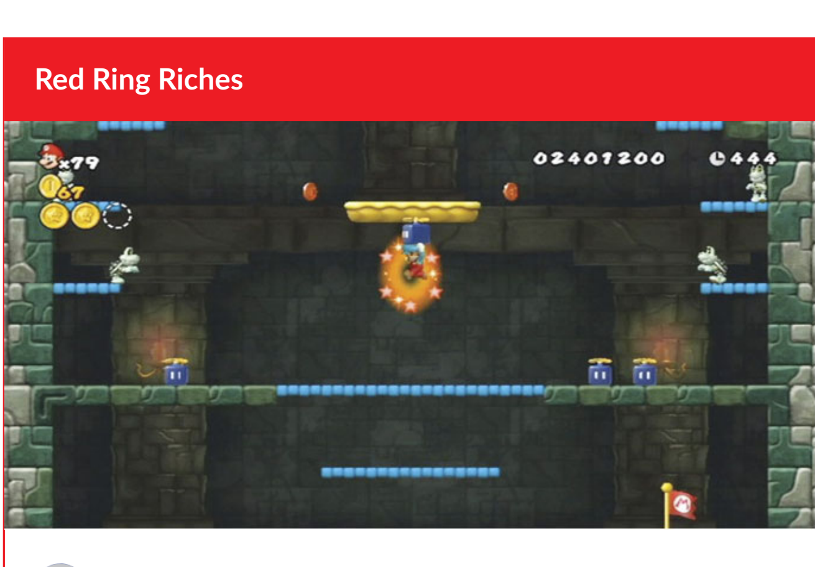
① Hop onto one of the large metal crates as it slides toward you on the conveyor belt, then ride it to the right. When it nears the Star Coin overhead, jump up and grab it.

Star Coin

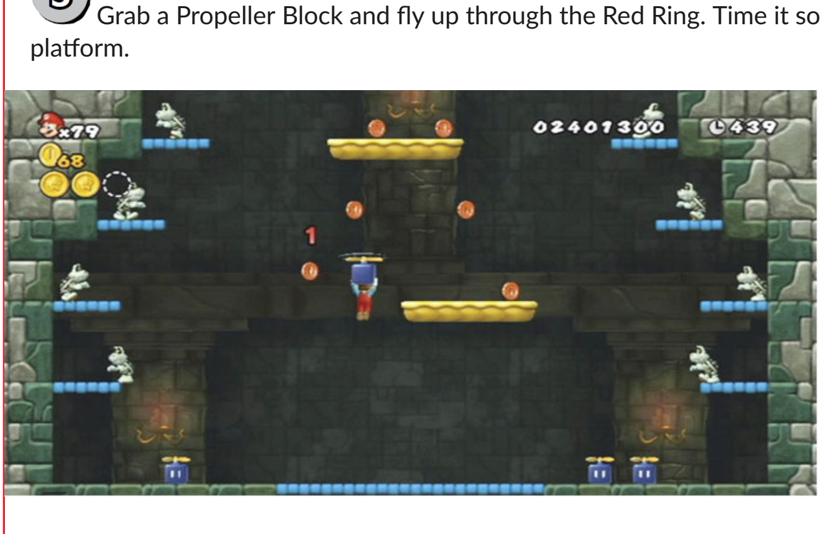


② The next Star Coin is located at Point 2 inside a secret alcove on the right. Grab it before you jump up and pass through the Bowser flag, otherwise you can't backtrack and get it.

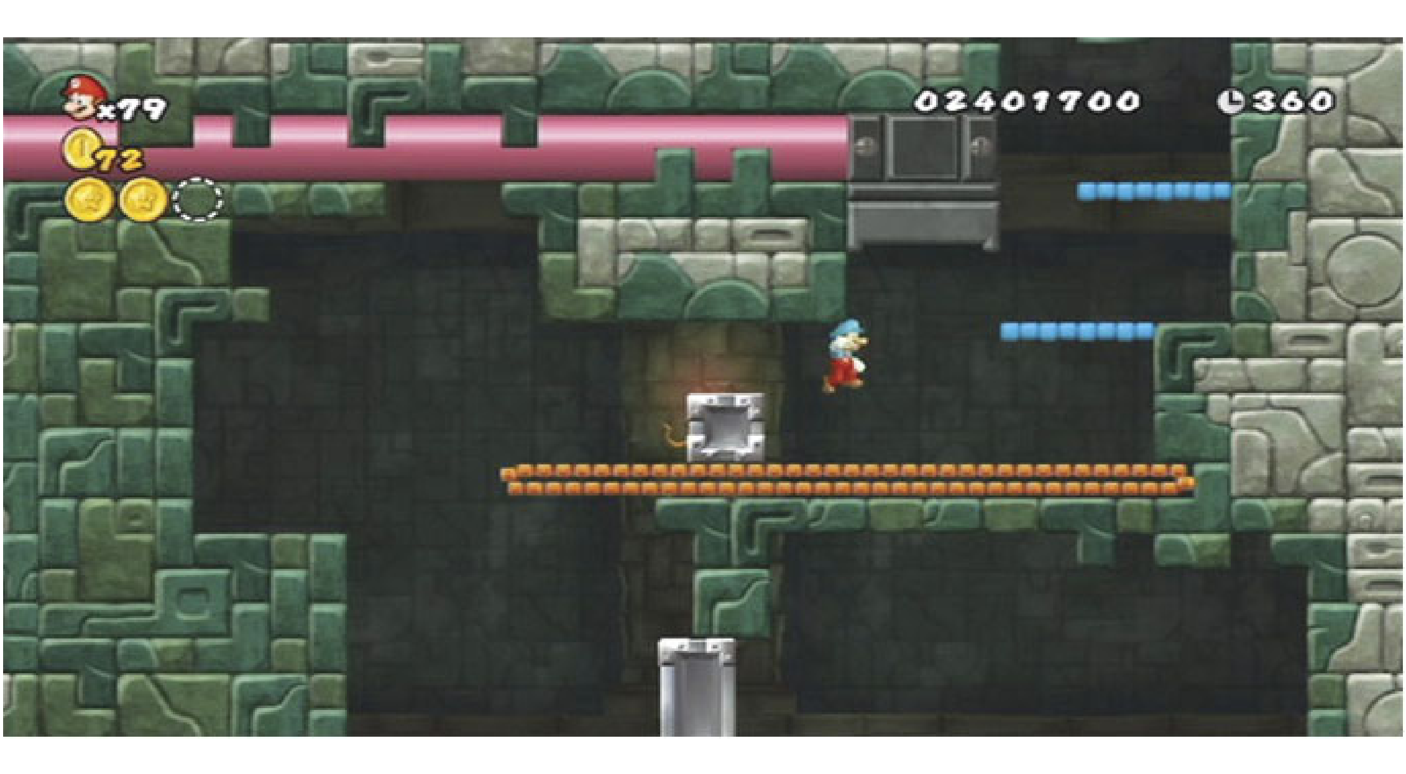
Red Ring Riches



③ Grab a Propeller Block and fly up through the Red Ring. Time it so you snag a Red Coin and land on the moving platform.

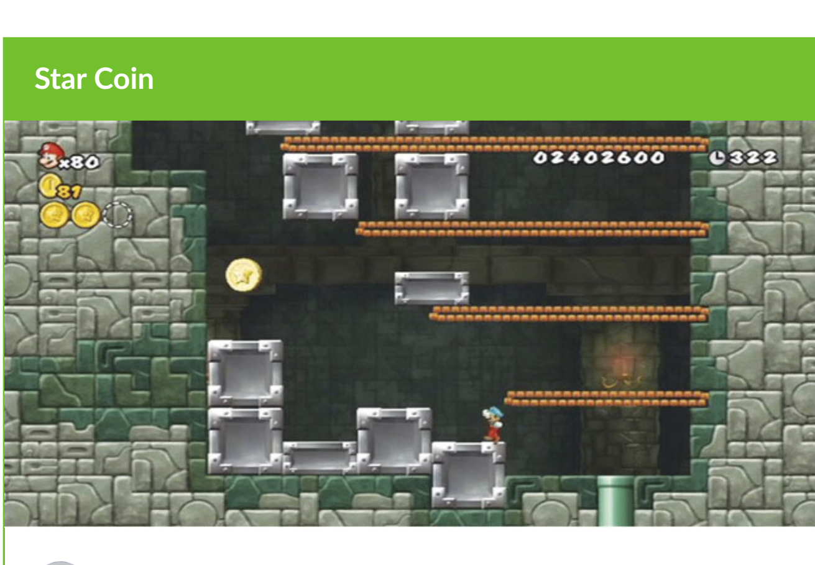


Quickly hop to get the other Red Coins on that level and then fly up to the next platform, again aiming to get Red Coins in your path. Grab the rest and get your prize!



④ Point 4 is all about timing. You need to wait for steel blocks that are low enough to jump over or walk on. When a shorter block shows up, leap over it and Dash to get past the drop point before another block can crush you. If a large block comes down before you make it past, just run back to the ledge and wait again.

Star Coin

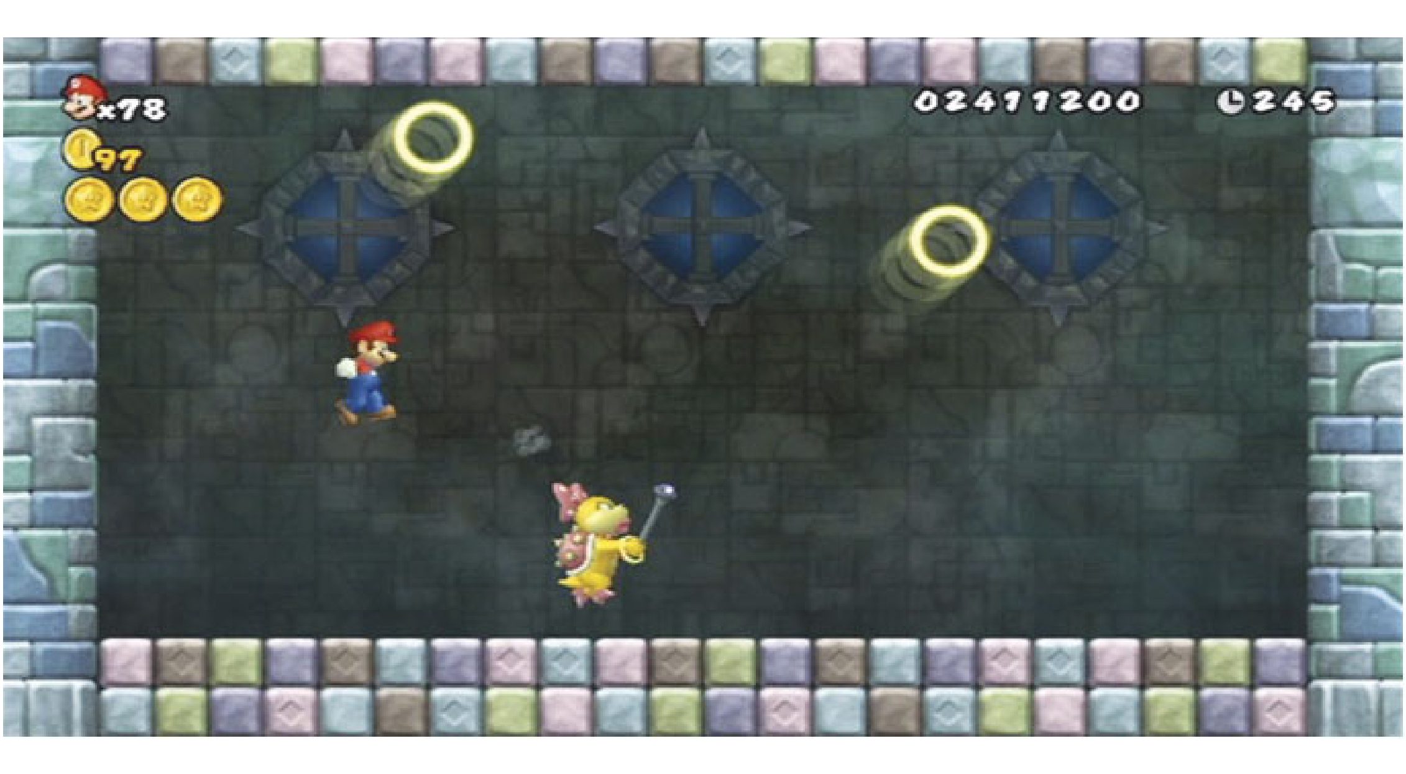


⑤ To get the final Star Coin you need some good timing and fearless jumping. You need to wait for the metal blocks to drop enough to be able to reach the Star Coin, but grab it before others fall to crush you. Get up to the Star Coin and then either hop back down or Wall-Jump off the blocks coming down to reach the top.

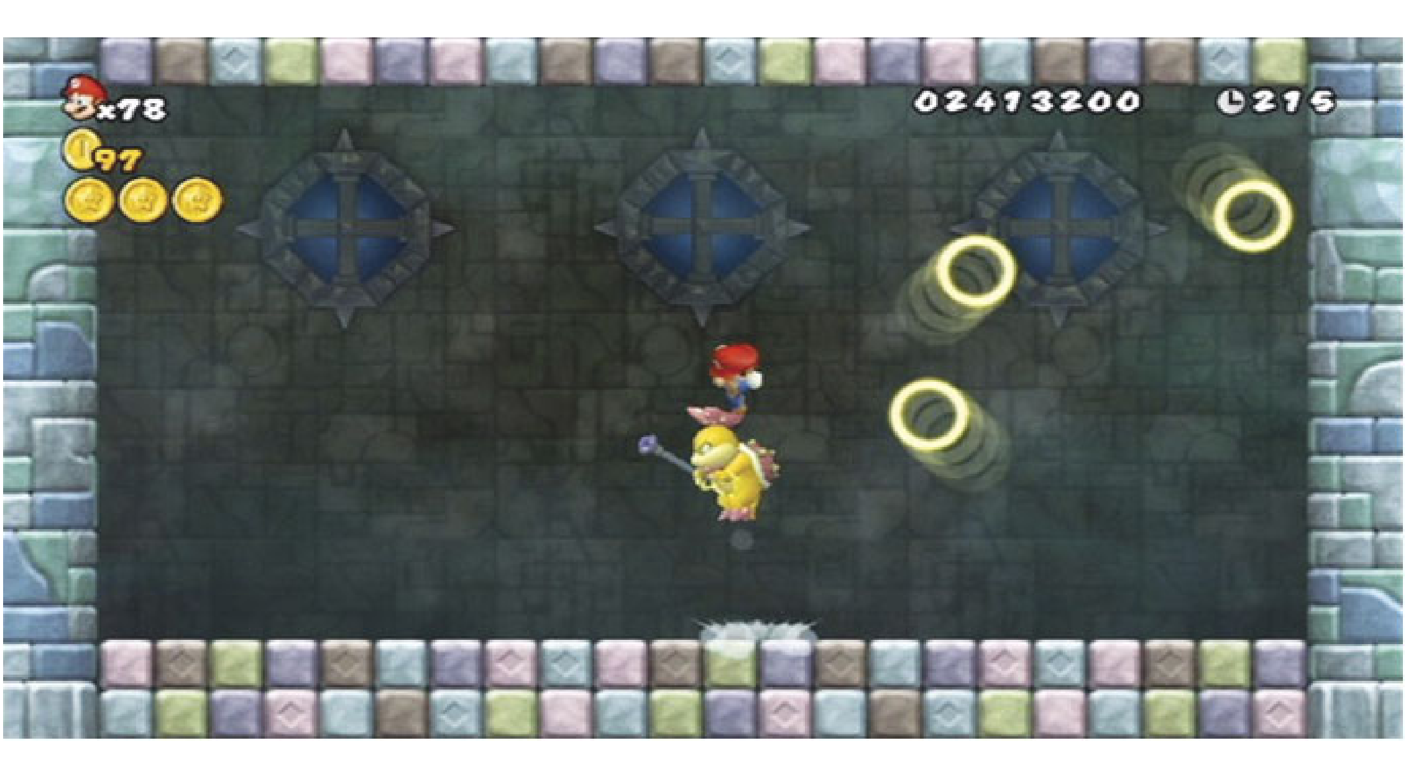
Tip

Also at Point 5 is a secret tunnel inside the left wall. After the first row of crates drops down, rush across them and into the left wall. This will lead to a pipe that sends you to an alternate exit to the tower. If you take this exit, you'll unlock the secret path to the World 4 cannon!

Boss Battle



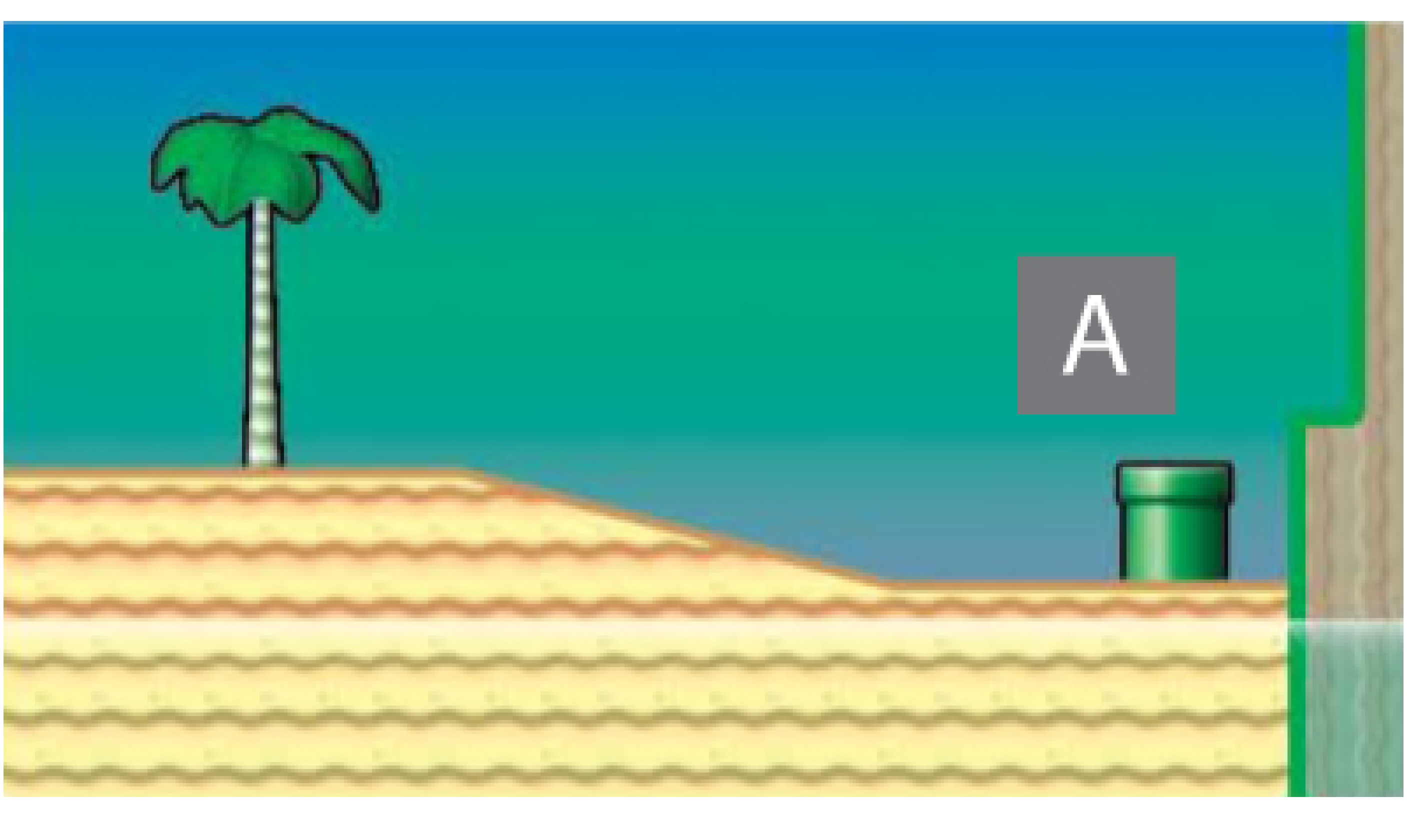
Wendy O. Koopa doesn't have to transform the battle area into any death trap-type chamber. Instead, she relies heavily on the deadly rings she shoots from her wand. Rather than blast you with balls of magic, Wendy creates deadly rings that bounce around the chamber.

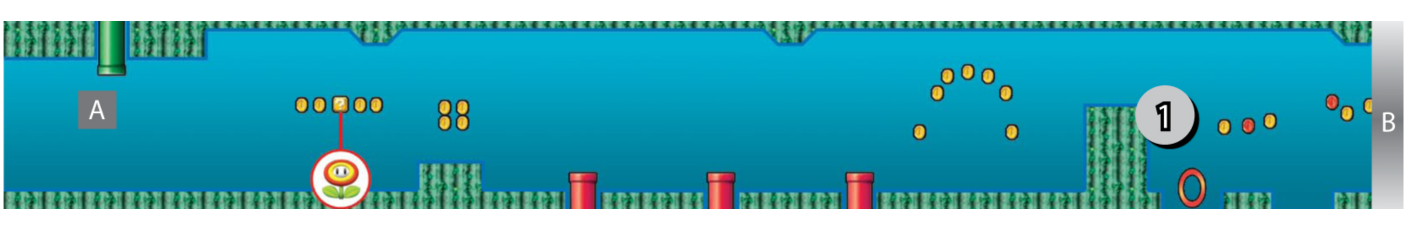


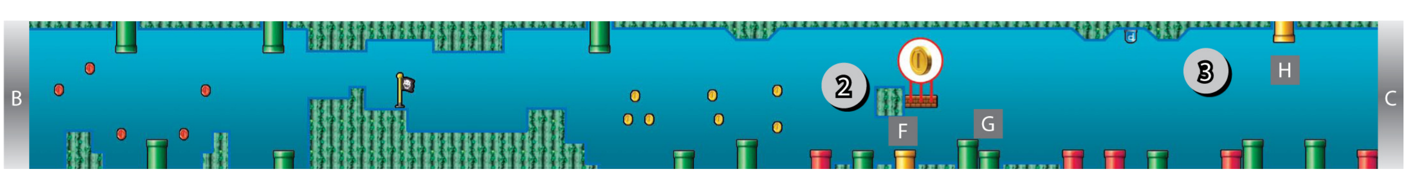
These make it more difficult to dodge her attacks. As long as you stay ahead of her and anticipate the rings' bounces, you can easily leap over her and land on her noggin. As usual, dodge Wendy's shell attack, hit her head three times, and force her to retreat to the castle.

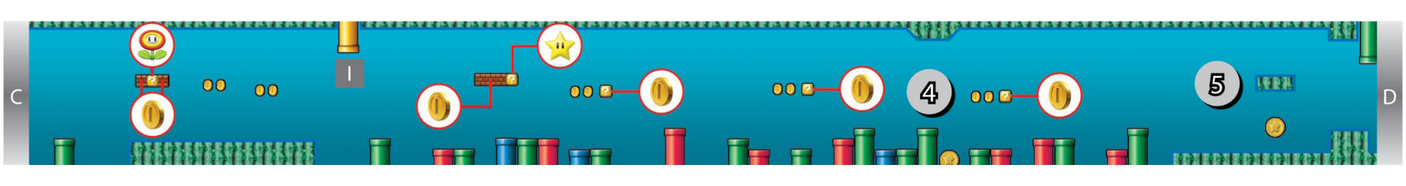
World 4-Water World

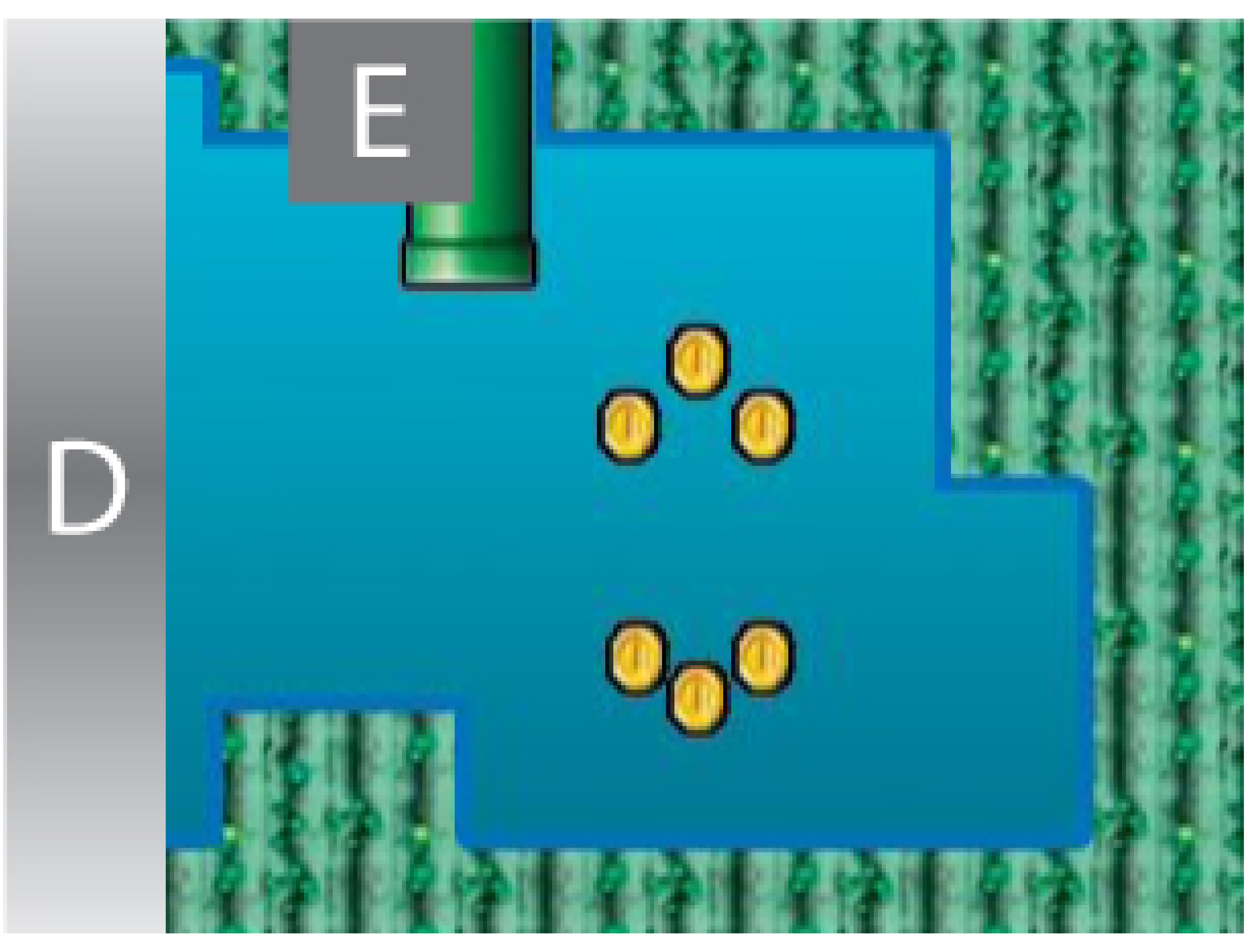
World 4-4

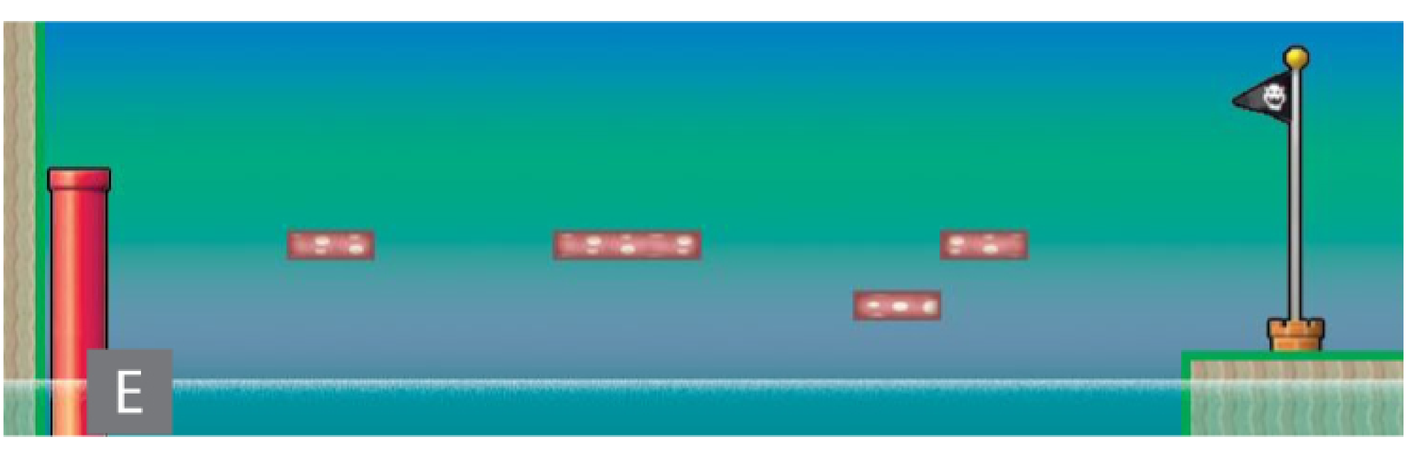


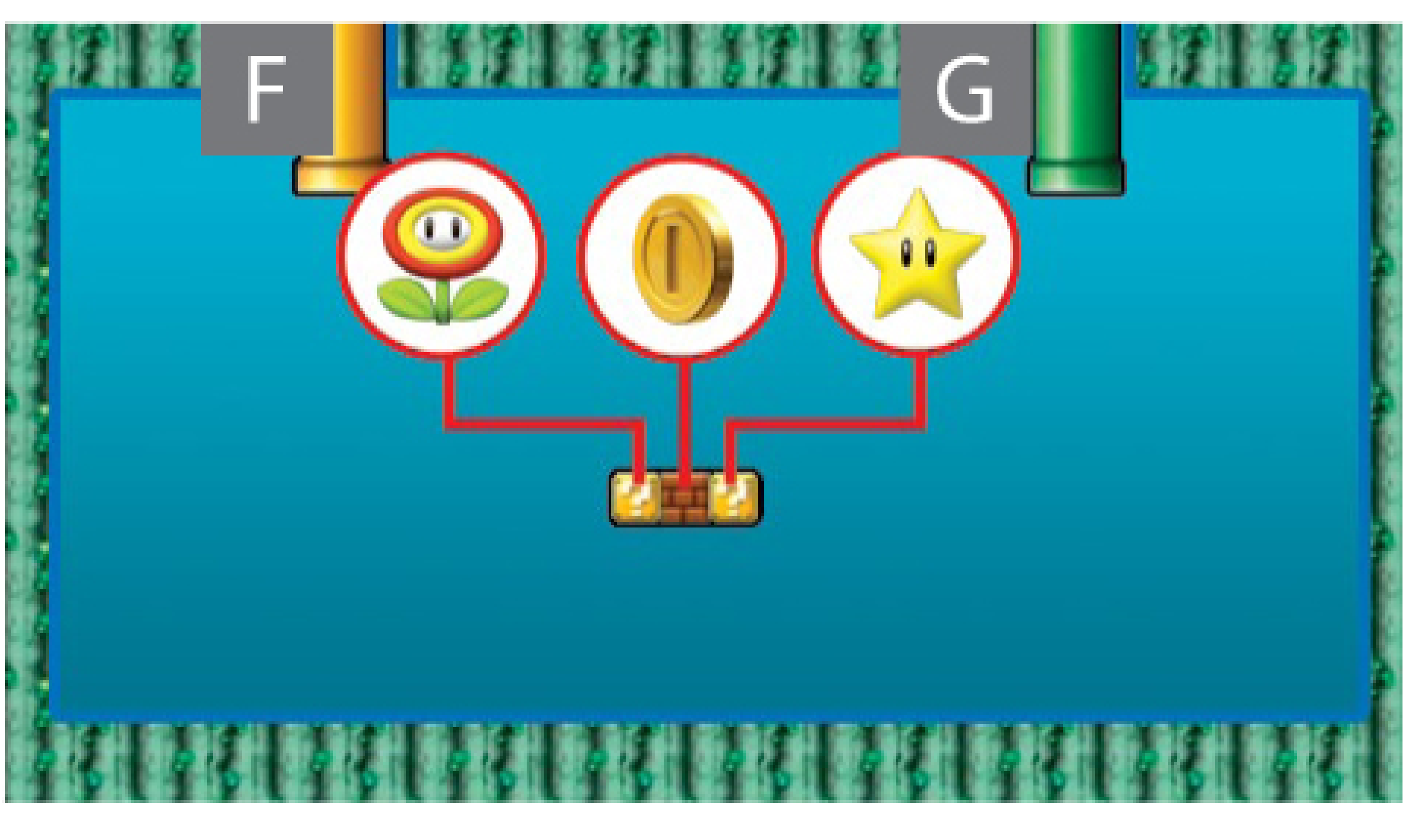


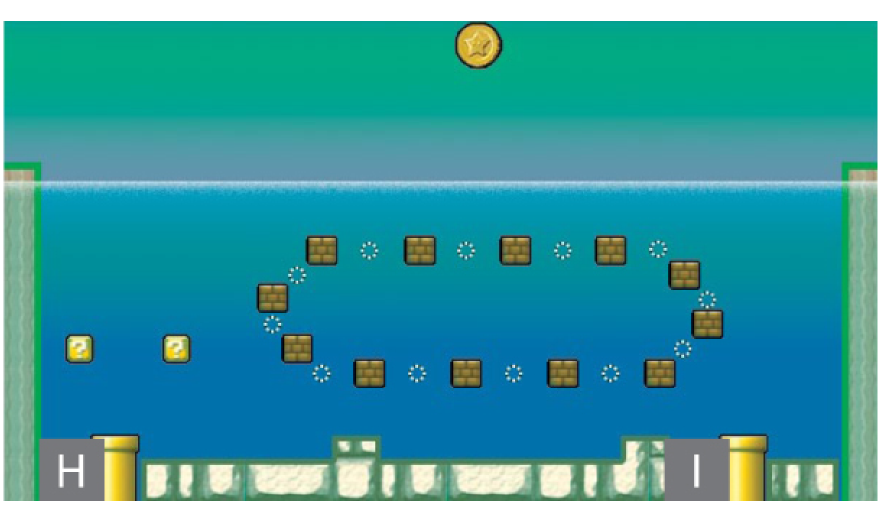




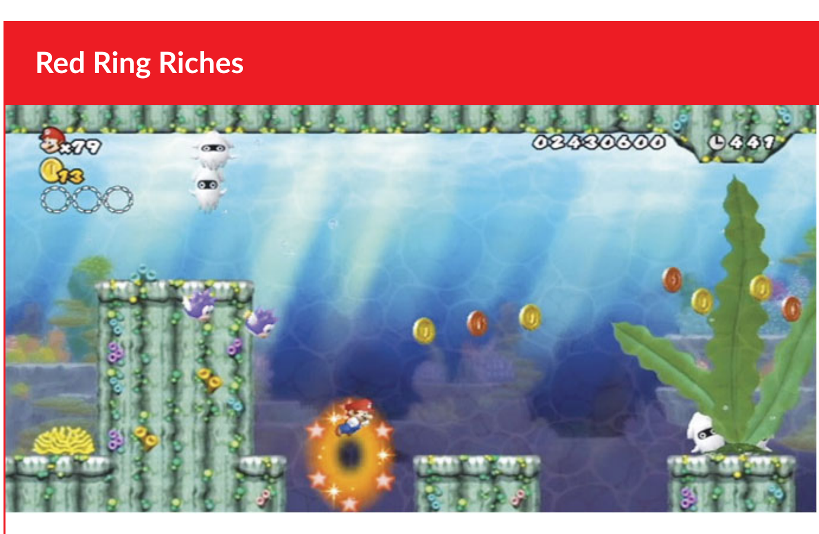








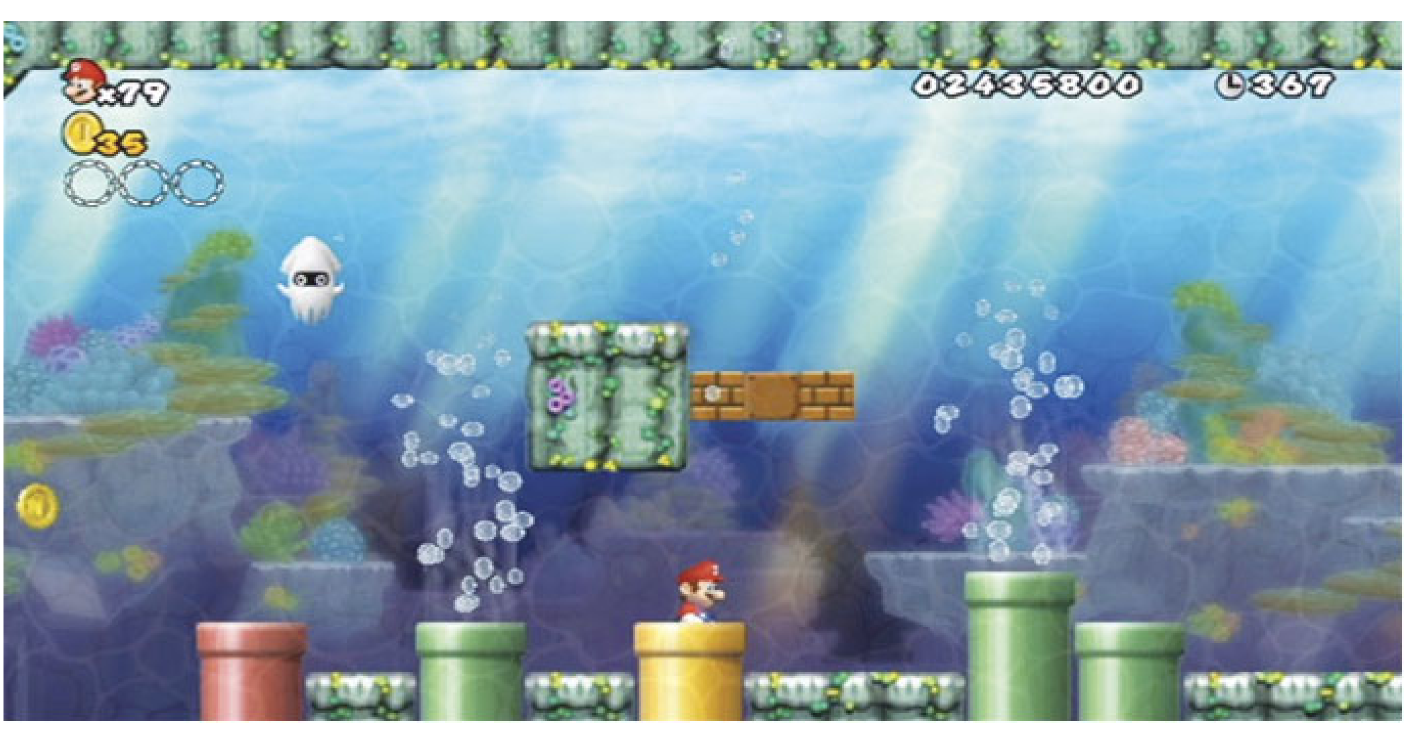
Red Ring Riches



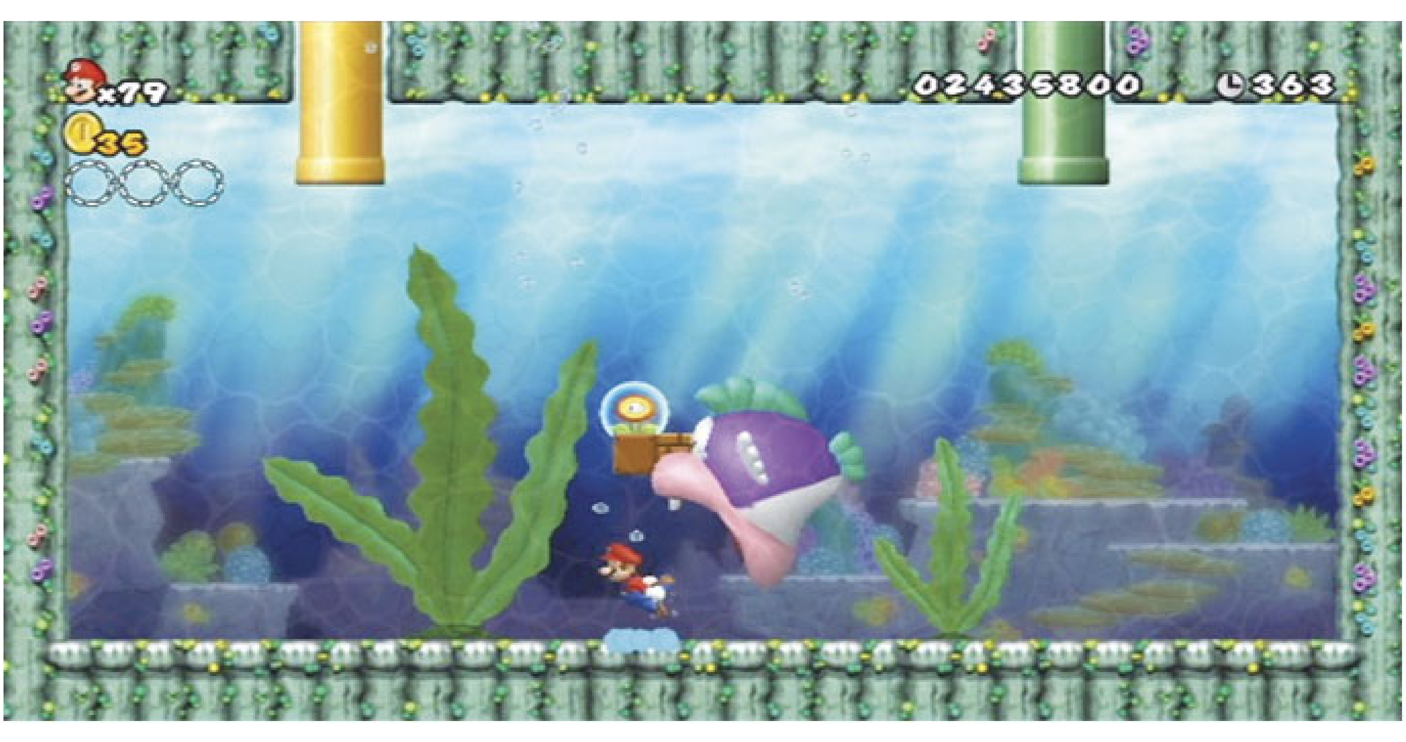
① Grabbing all eight red coins from the Red Ring at Point 1 can be very difficult if you've got too many spikey fish on your tail. After you drop down to the Red Ring, swim up and swim fast!

Caution

Watch out for the Bloopers that shoot out of the pipes! If you don't pay attention to the way they're facing, you'll likely swim directly into the firing path of a bullet-fast Blooper!

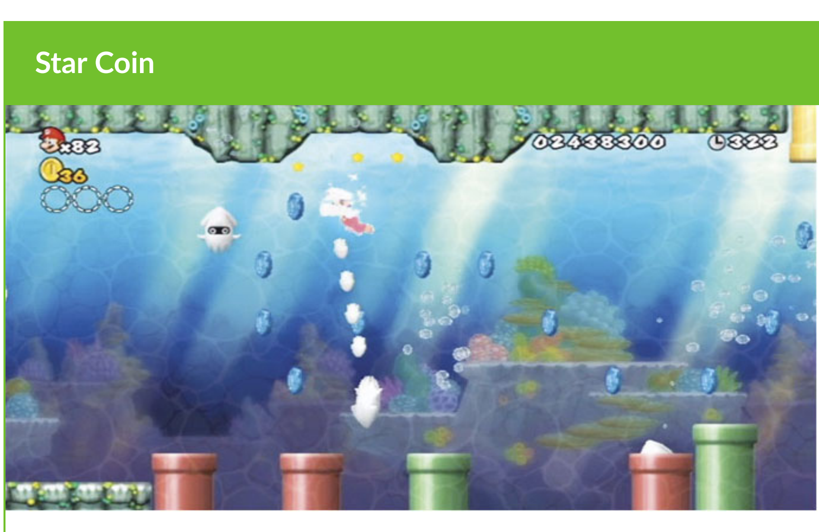


② Take the yellow pipe at Point 2 to find a small room with a Porcupuffer and two ? Blocks.

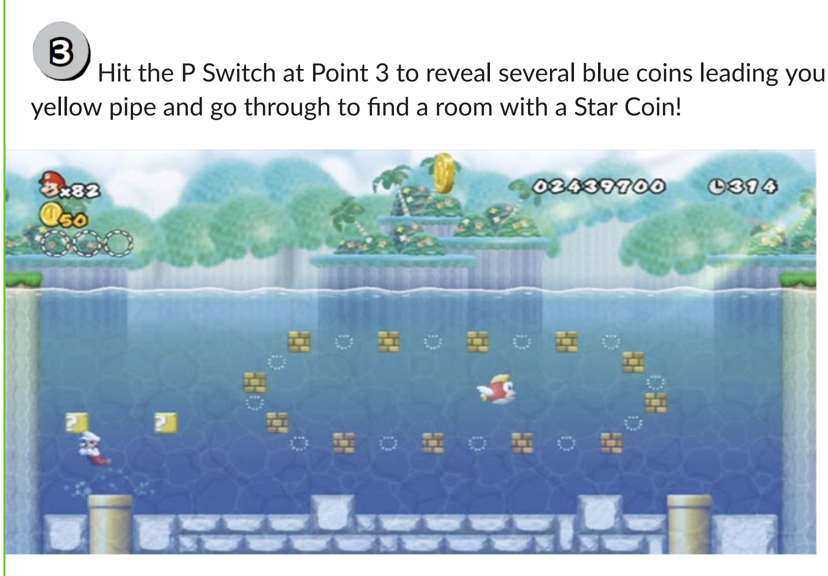


Get the power-ups in the ? Blocks and then exit. If you have the Fire Flower power-up, you can blast the Porcupuffer and get three 1-Up Mushrooms!

Star Coin

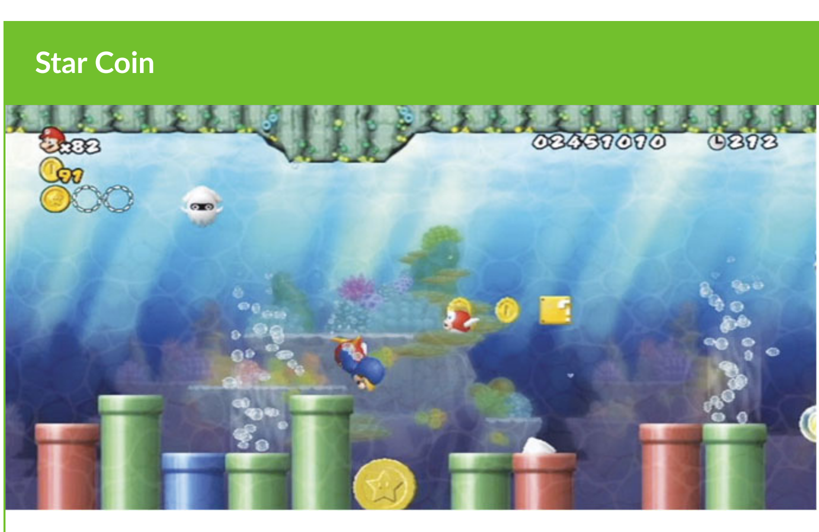


③ Hit the P Switch at Point 3 to reveal several blue coins leading you to the right. Follow the blue coins up to the yellow pipe and go through to find a room with a Star Coin!



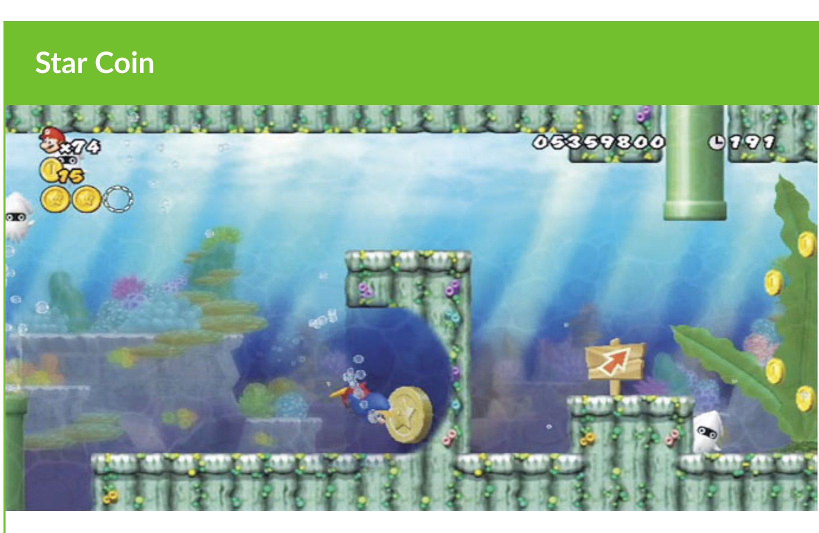
Get the Penguin Suit from the ? Block on the left, then freeze the Cheep Cheep to create an ice-cube platform. Jump off the ice block to reach the Star Coin!

Star Coin



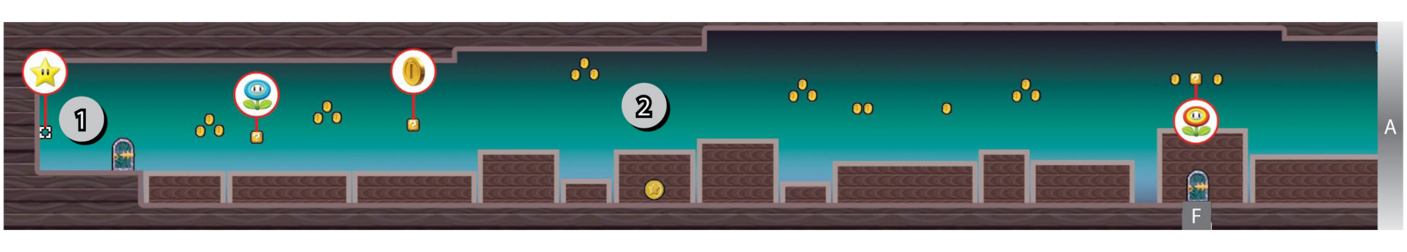
④ The next Star Coin is in plain view at Point 4. Swim down to grab it.

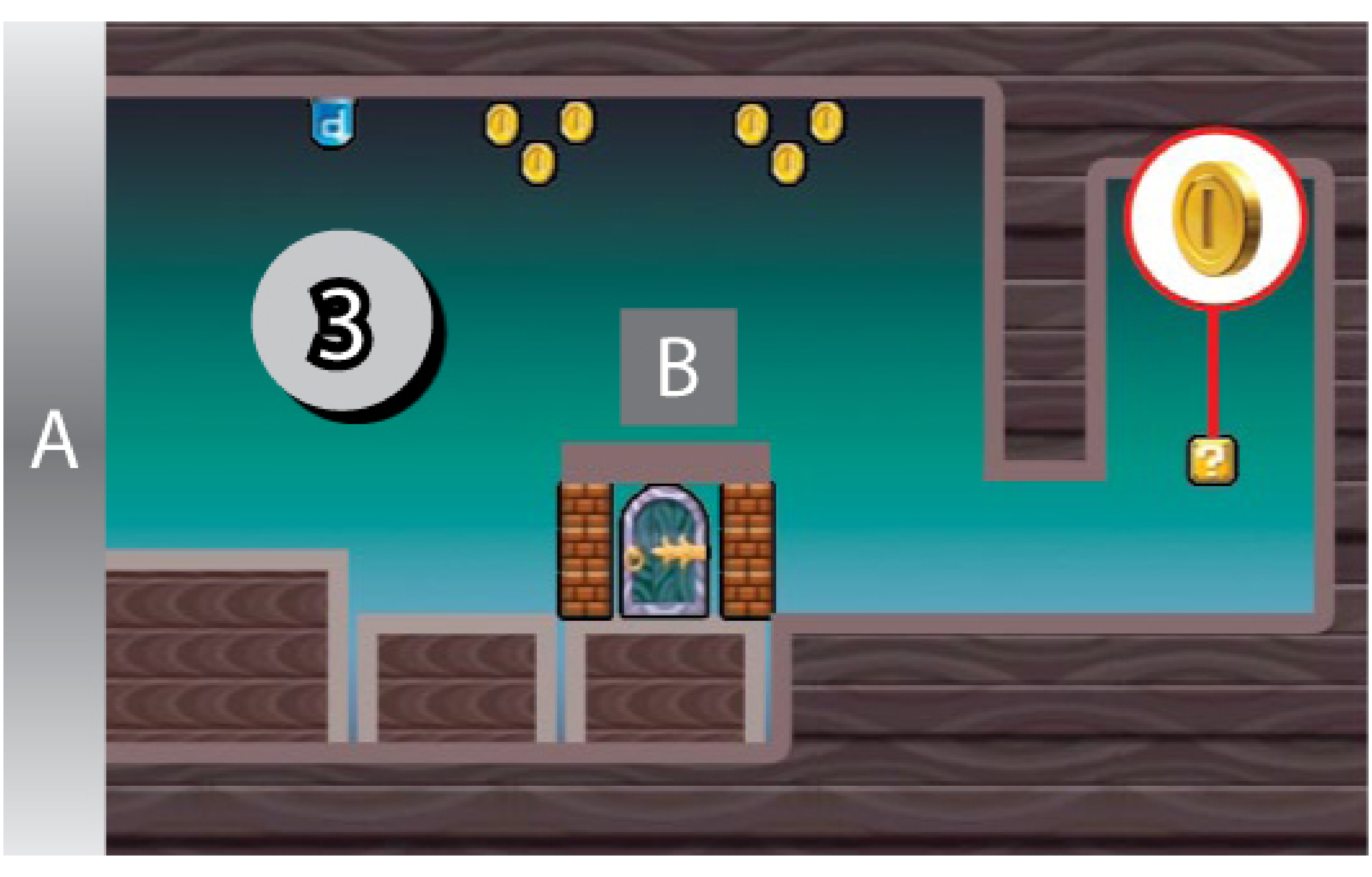
Star Coin

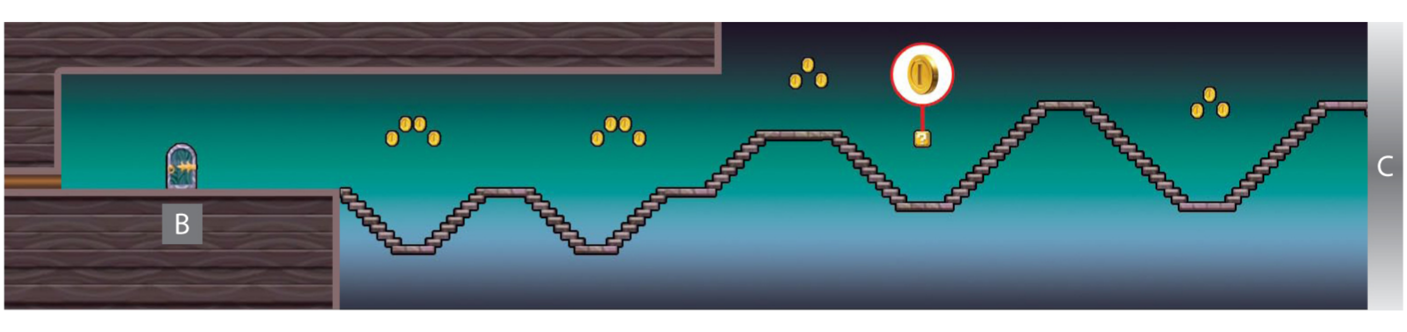


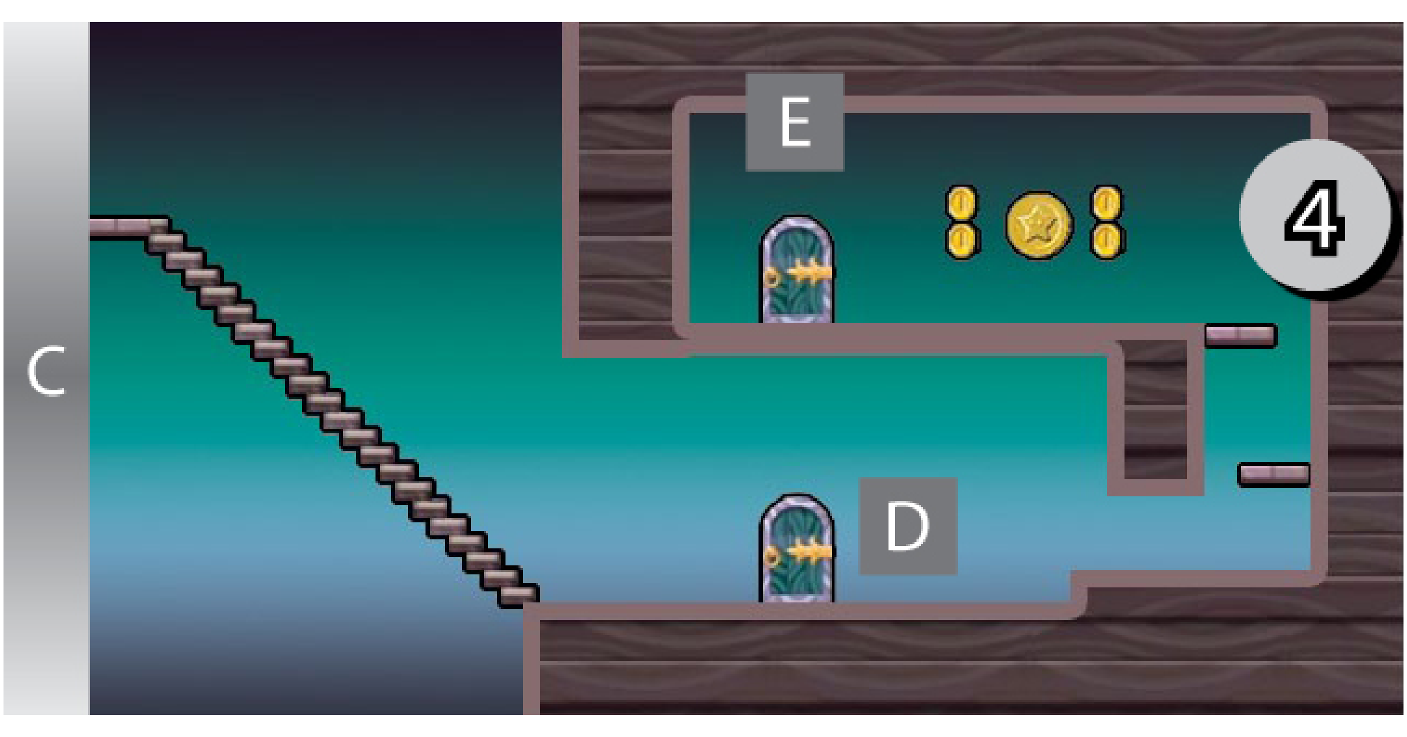
⑤ The final Star Coin is simply hidden in this area. Swim in and grab it.

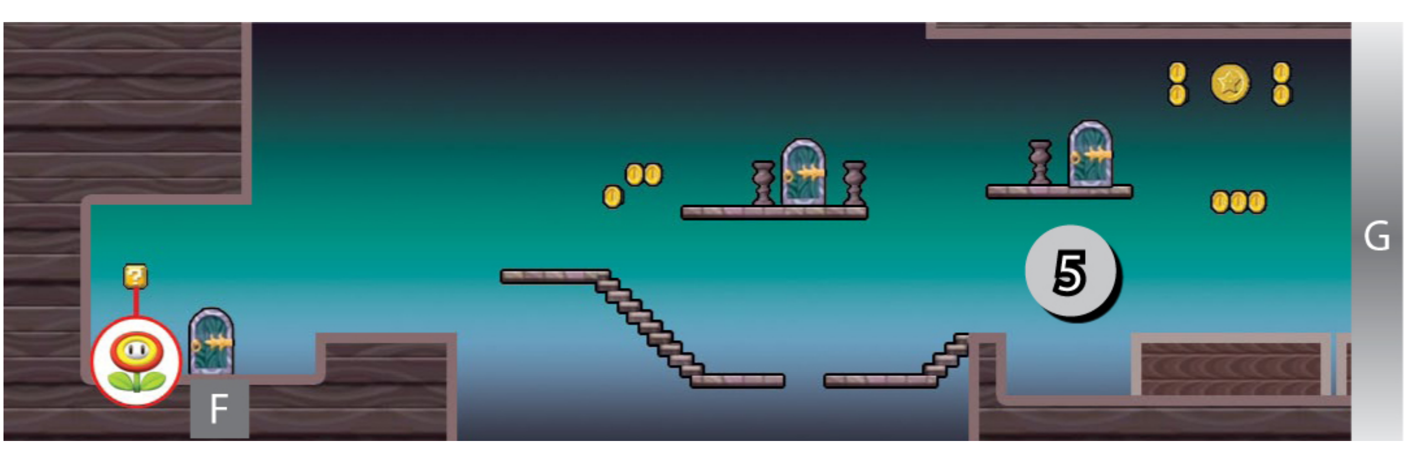
World 4-Ghost House

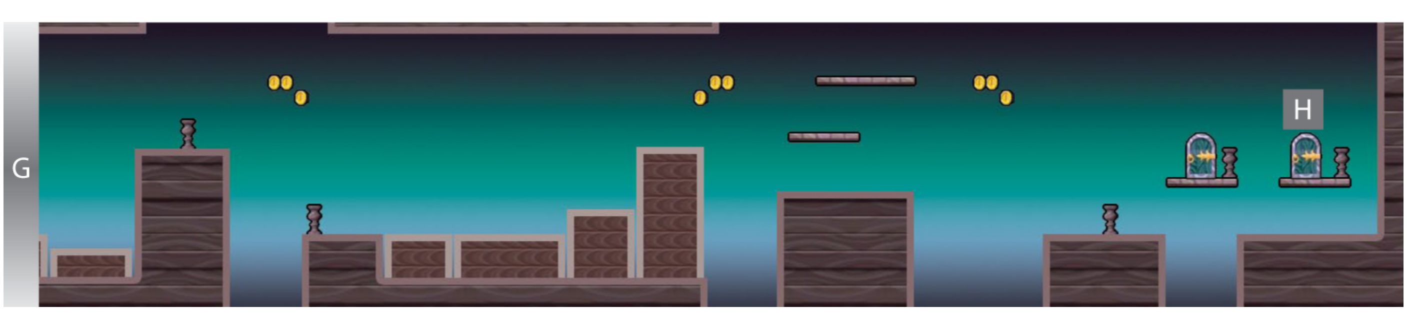


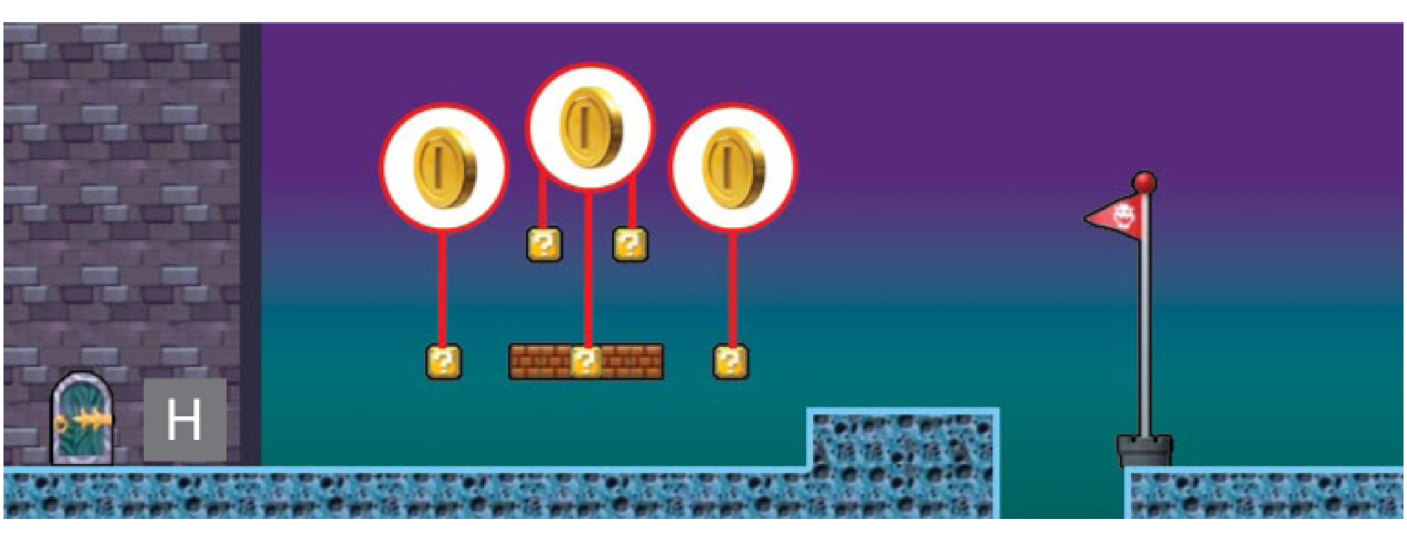


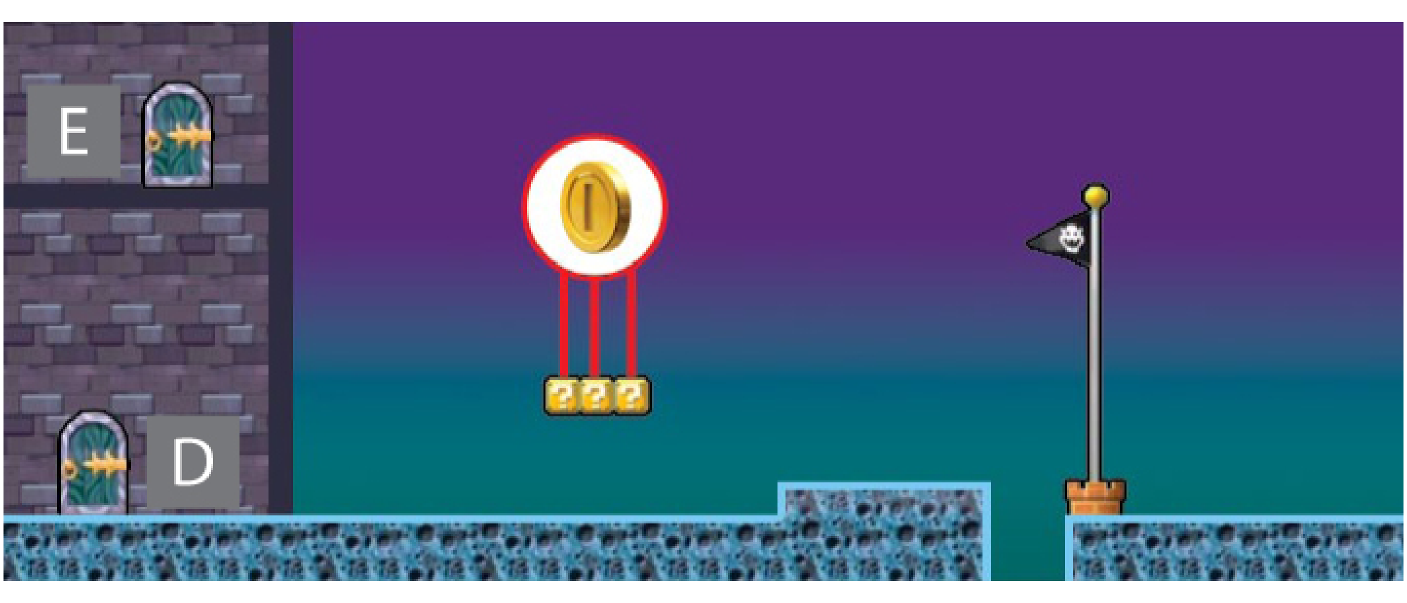


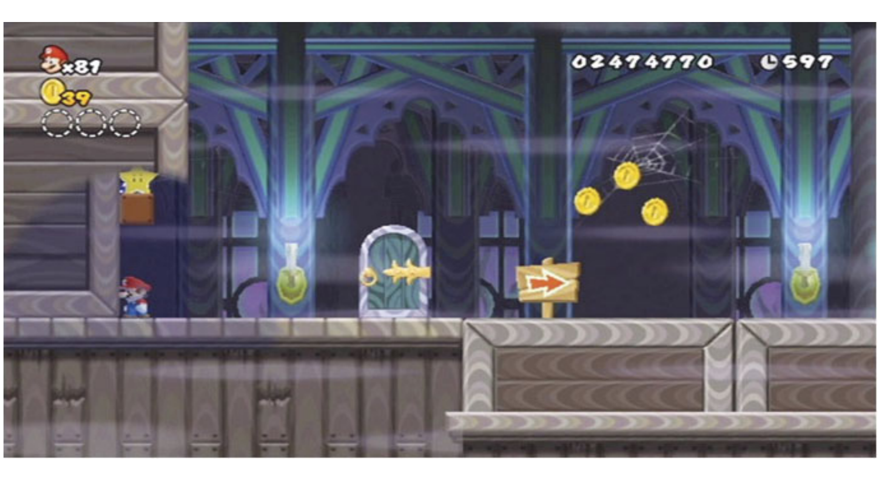






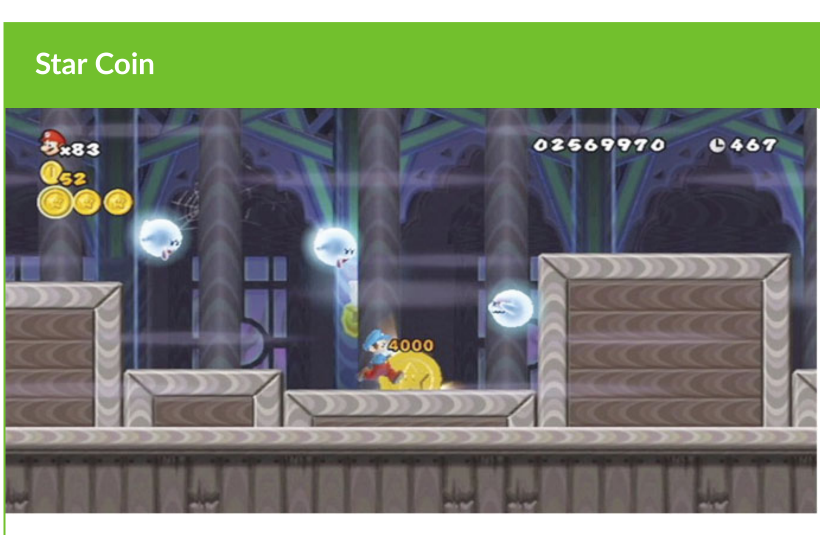




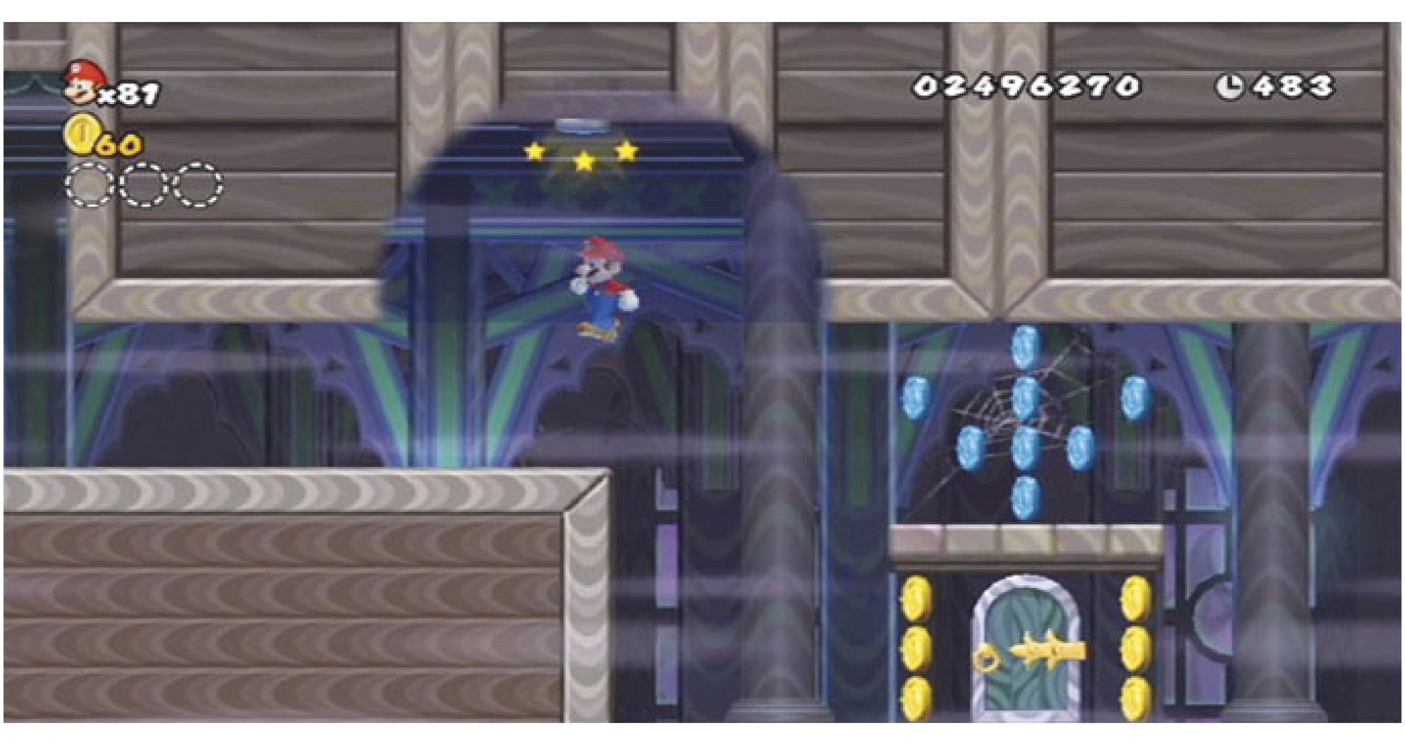

x81
39
02474770
597

① Inside a secret panel in the left wall there is a ? Block with a Star hiding there. Get the Star power-up to blaze through the first section of the Ghost House.

Star Coin

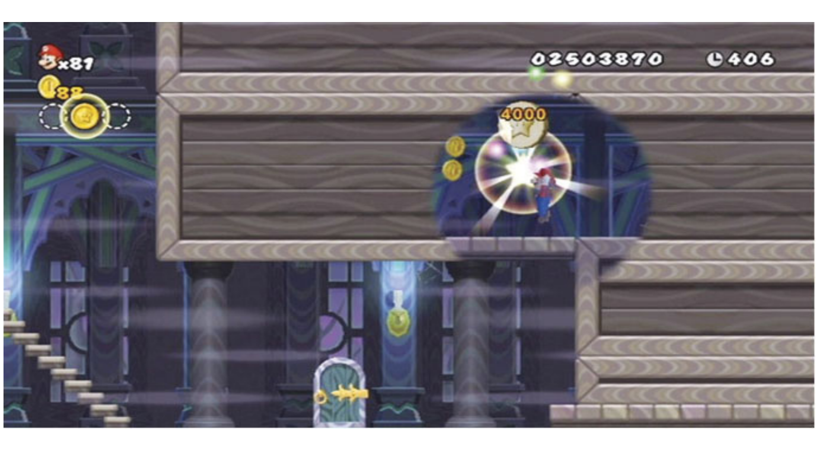

x83
52
02569970
467
4000

② Stand on the platform at Point 2 until it drops all the way down to reveal the first Star Coin!


x81
60
02496270
483

③ Don't be fooled by the ceiling at Point 3. It conceals a P Switch that reveals several blue coins and transforms the brick pillars around the door into regular coins.

Star Coin

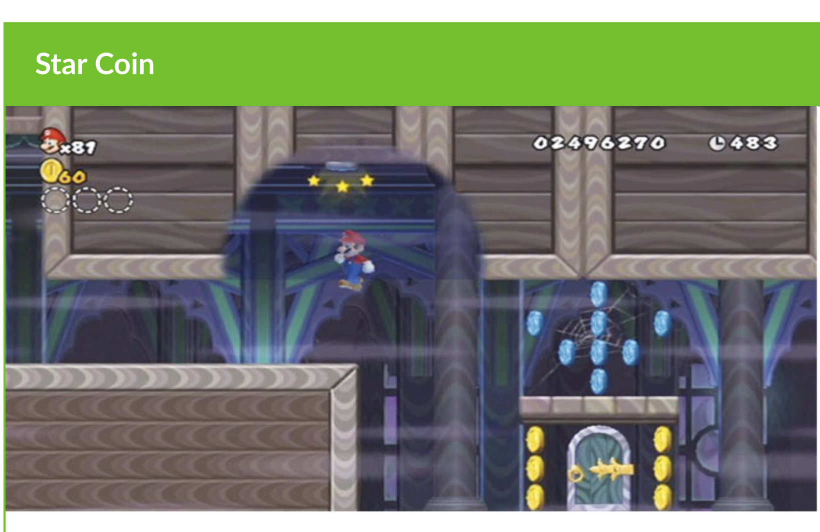

x81
88
02503870
406
4000

④ To get the second Star Coin, sneak into a secret area in the right wall (just right of the door at Point 4) and Wall-Jump up to the ceiling section where the Star Coin is hidden. After grabbing the coin, enter the hidden door on the left.

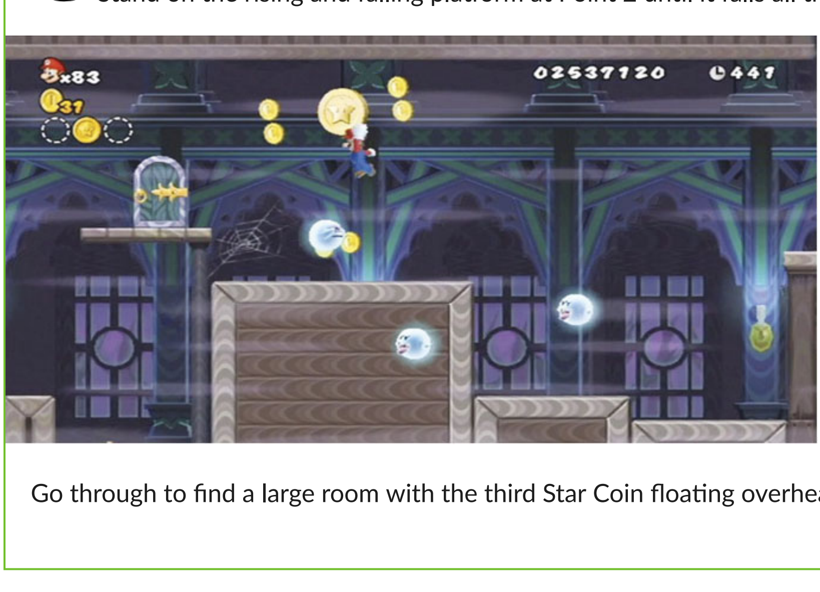
Tip

If you enter the visible door at Point 4 it takes you to the exit right away.

Star Coin


x81
60
02496270
483

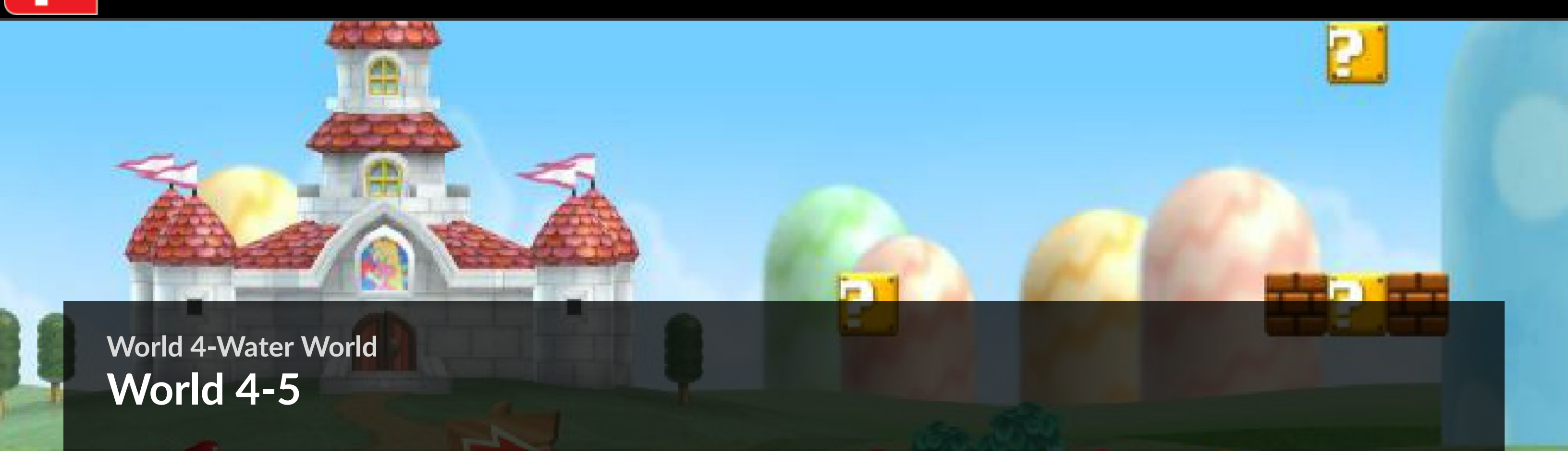
⑤ Stand on the rising and falling platform at Point 2 until it falls all the way down and reveals a hidden doorway.


x83
31
02537120
441

Go through to find a large room with the third Star Coin floating overhead.

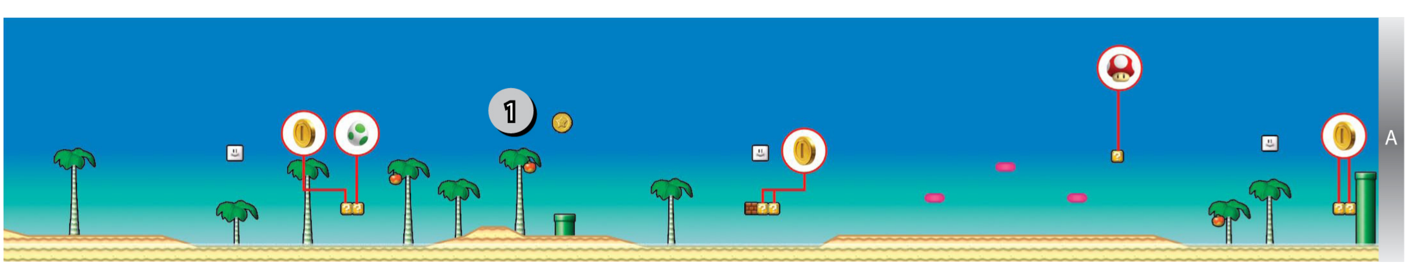
Tip

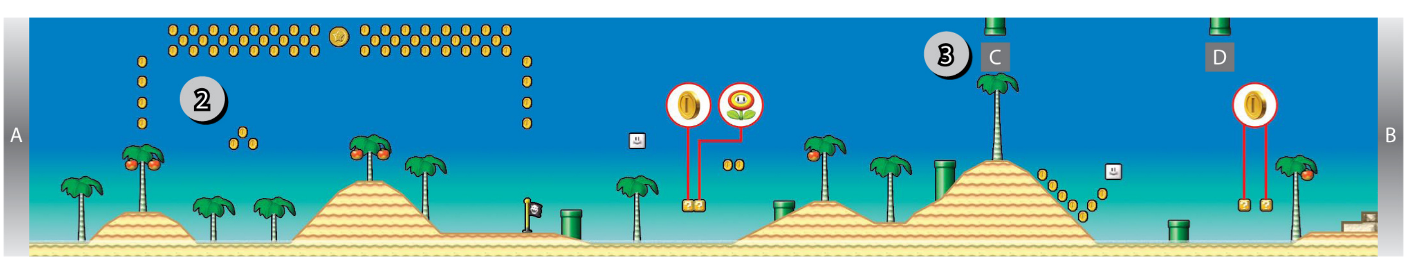
After grabbing the Star Coin at Point 5, go through to the end of this room to beat the level and open up an alternate route to World 4-Castle and a Toad House!

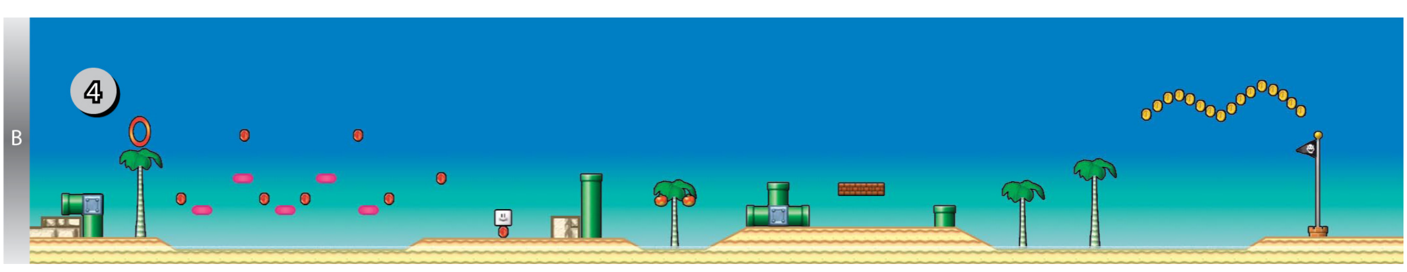


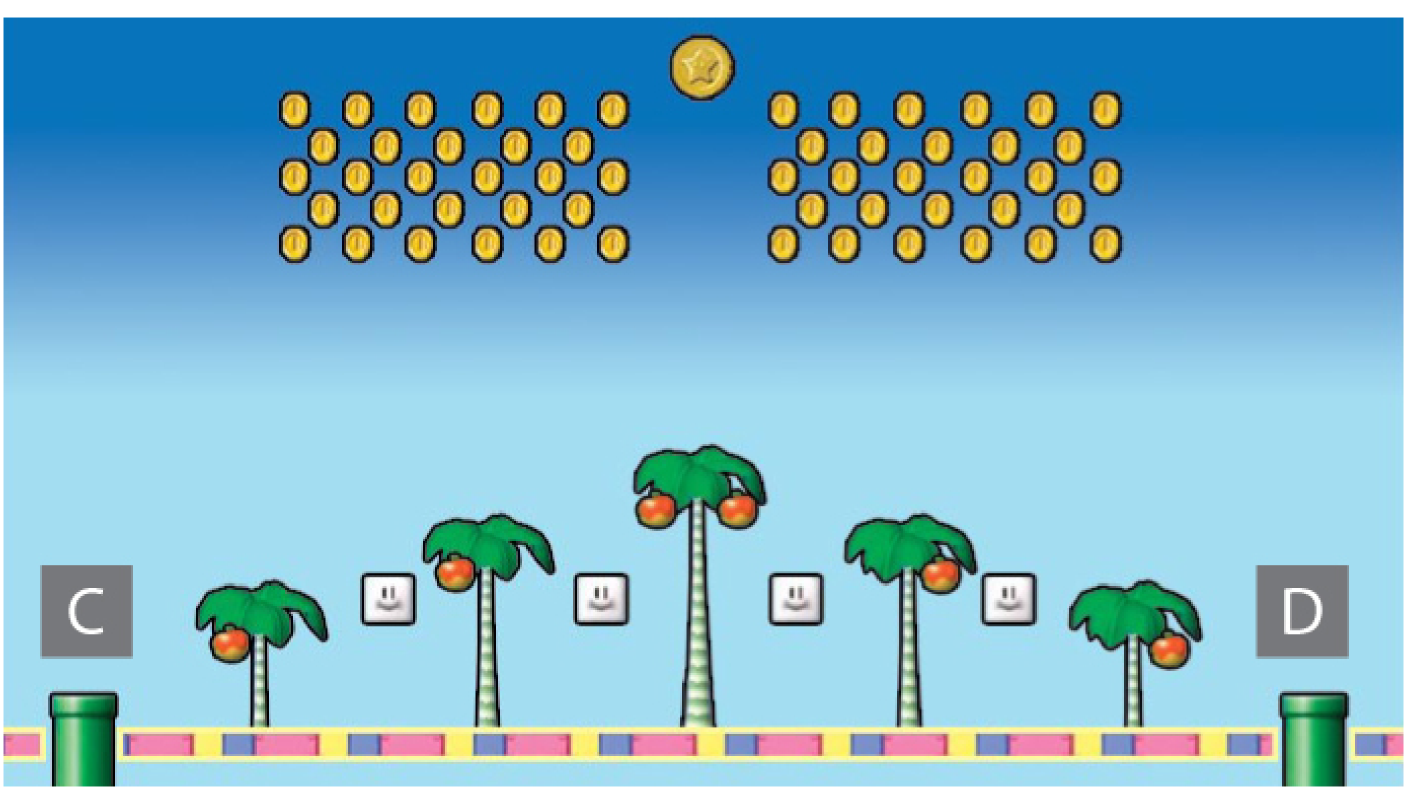
World 4-Water World

World 4-5

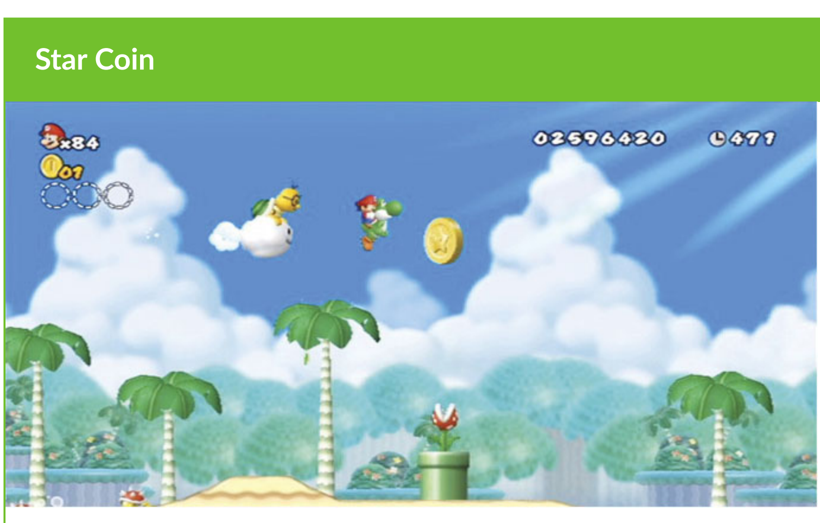






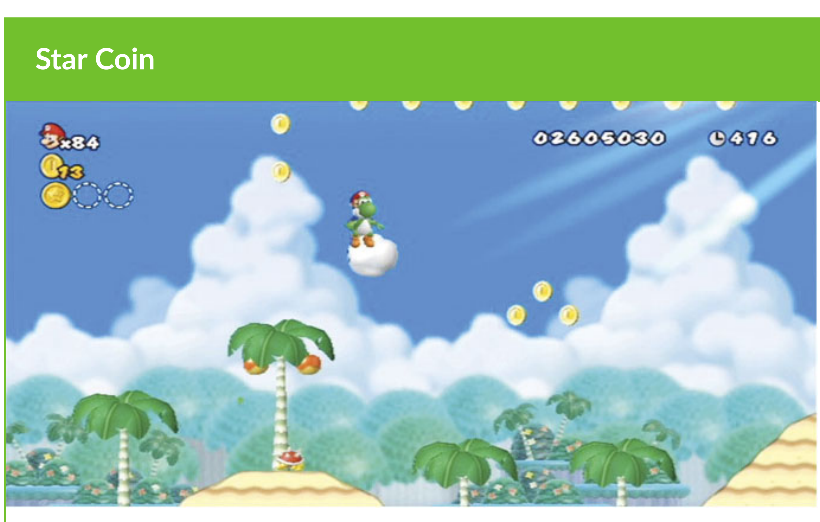


Star Coin

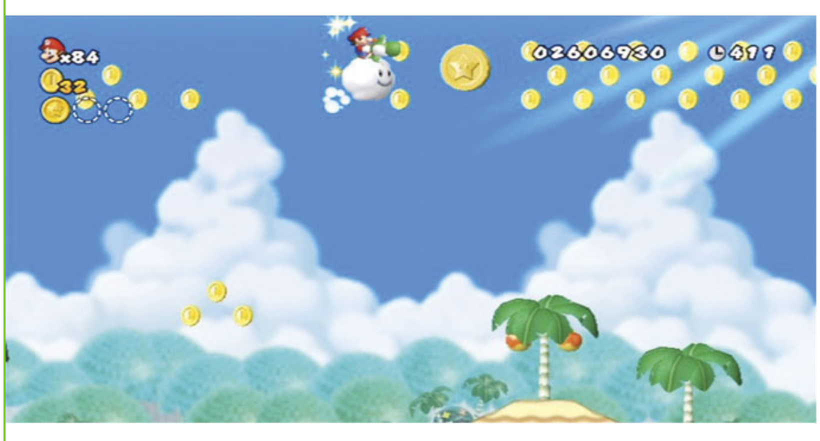

x84
01
02596420
471

① The first Star Coin is very easy to reach. Hop across the tops of the palm trees, then jump to the Star Coin to grab it.

Star Coin

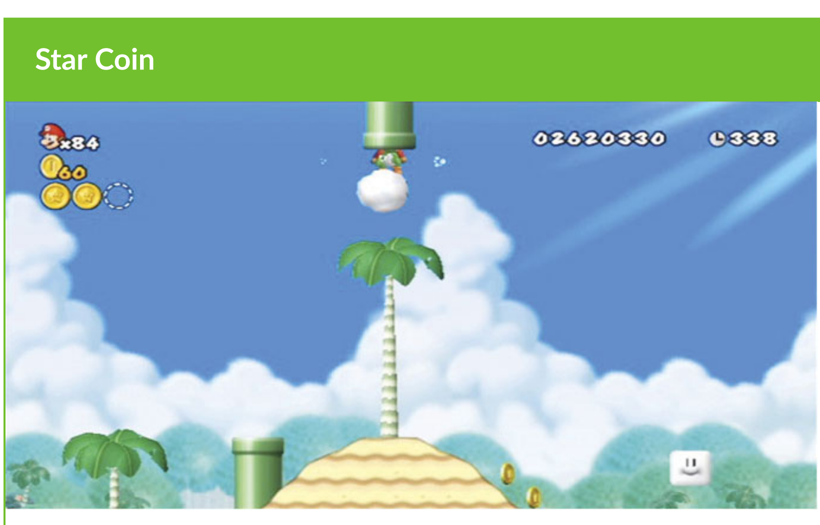

x84
13
02605030
416

② At Point 2, gobble up one of Lakitu's Spinies then spit it back out at Lakitu to force him out of his cloud.

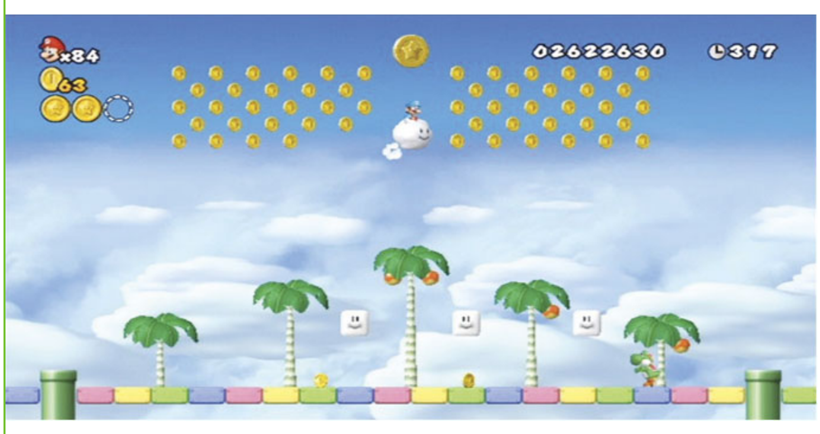

x84
32
02606930
411

Hijack the cloud, then ride it to the right until you find the second Star Coin.

Star Coin

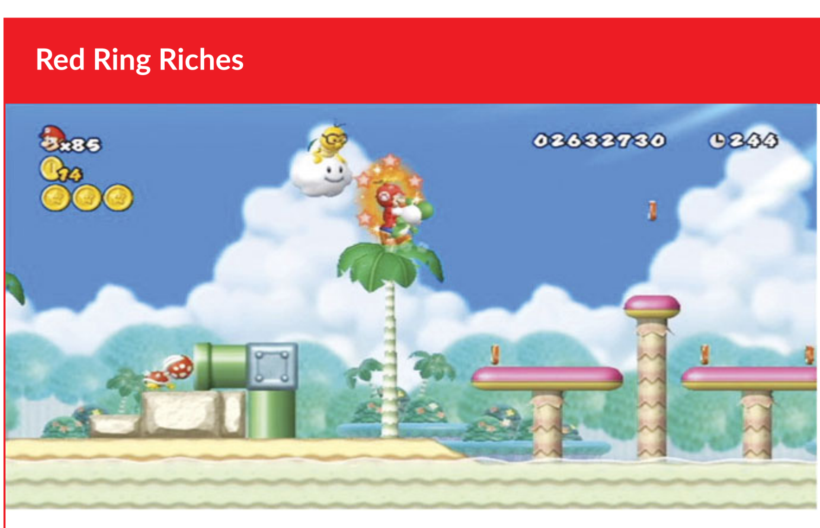

x84
60
02620330
338

③ Take the pipe at Point 3 to find a secret room with several square clouds, a ton of coins, and the final Star Coin.

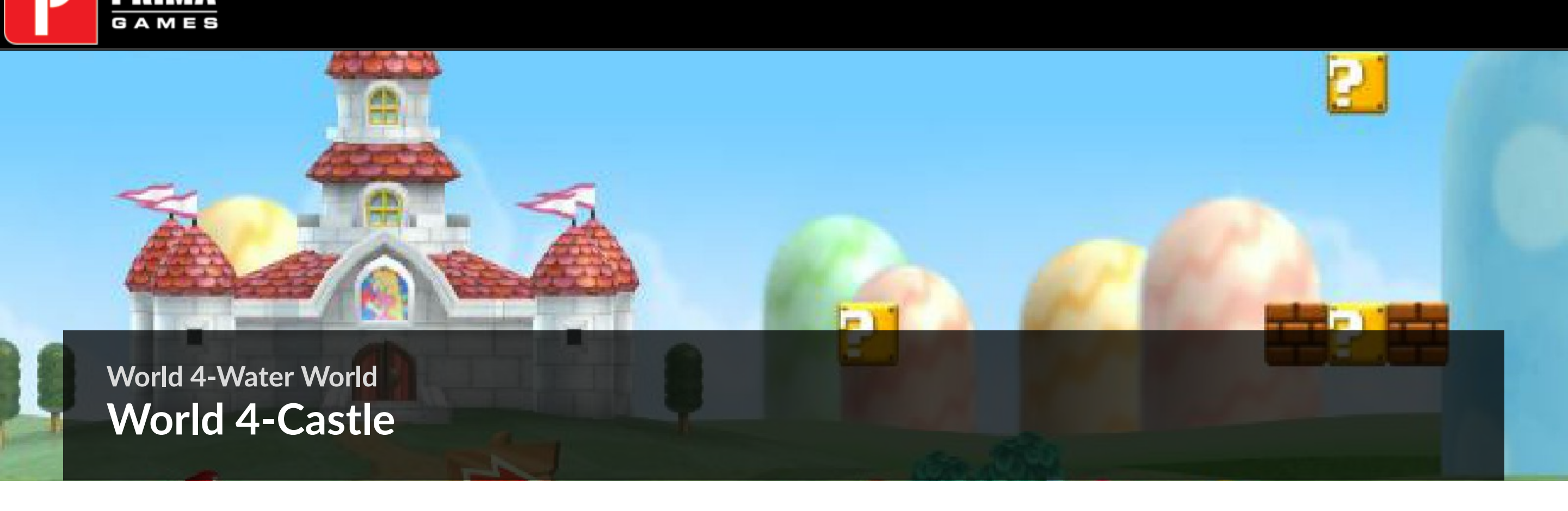

x84
63
02622630
317

Hit one of the square clouds to coax a coin-tossing Lakitu out, then hijack his cloud to reach the Star Coin!

Red Ring Riches

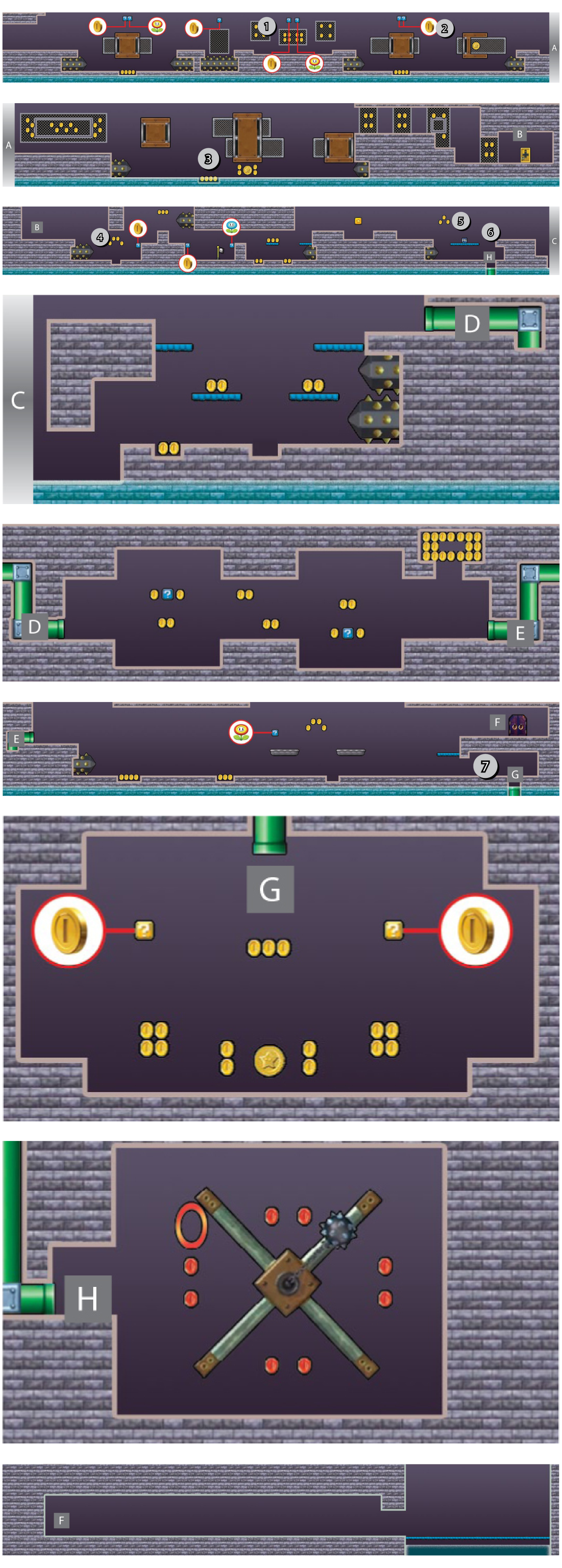

x85
14
02632730
244

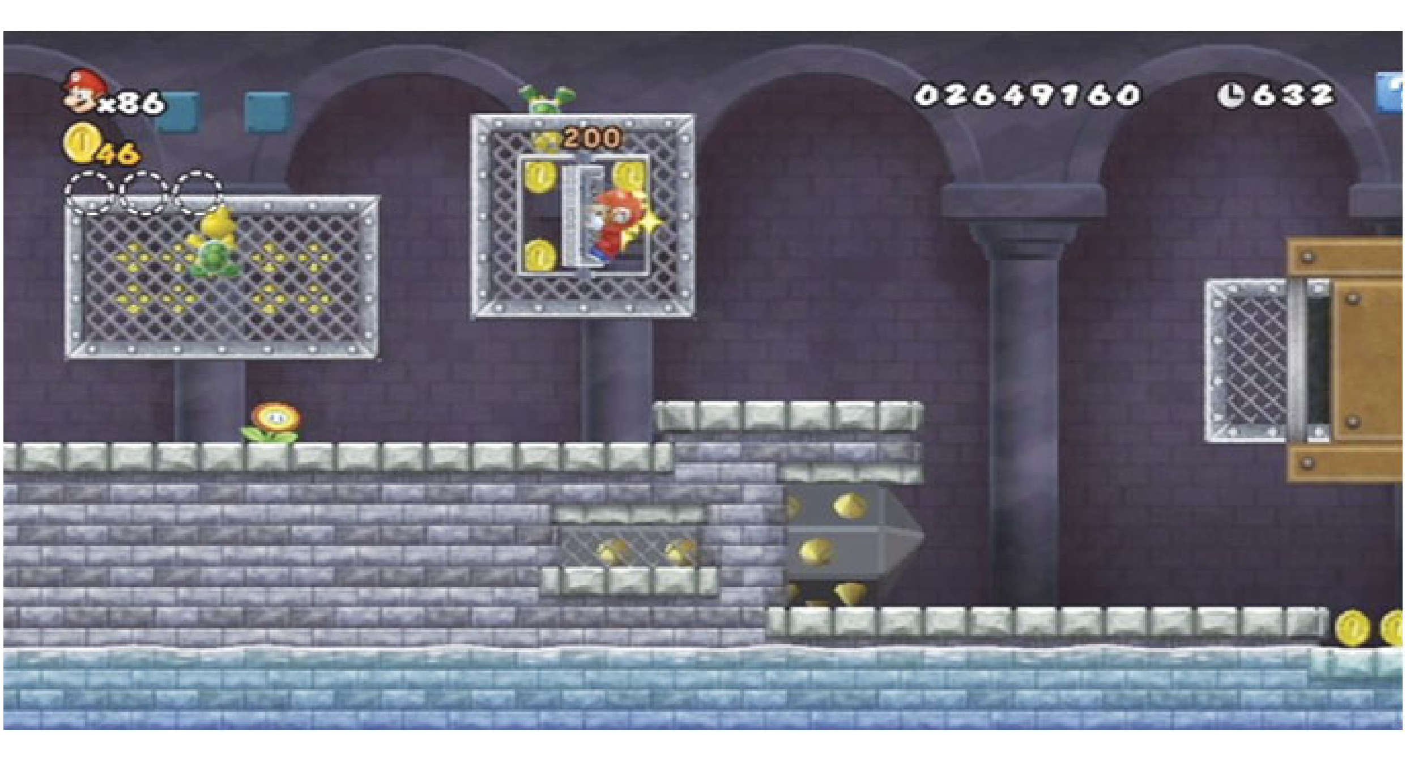
④ After returning from the room with the final Star Coin, pass through the Red Ring on the right and reveal all eight red coins scattered across the mushroom pads on the right.



World 4-Water World

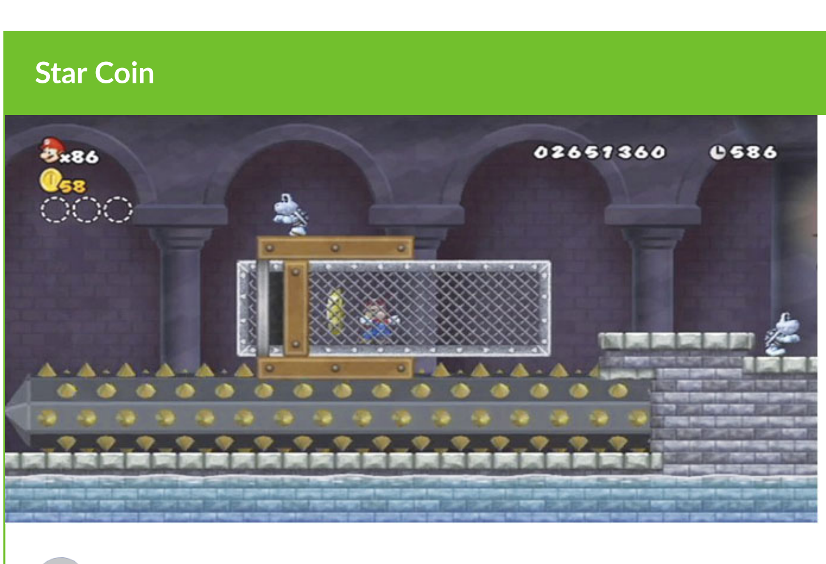
World 4-Castle





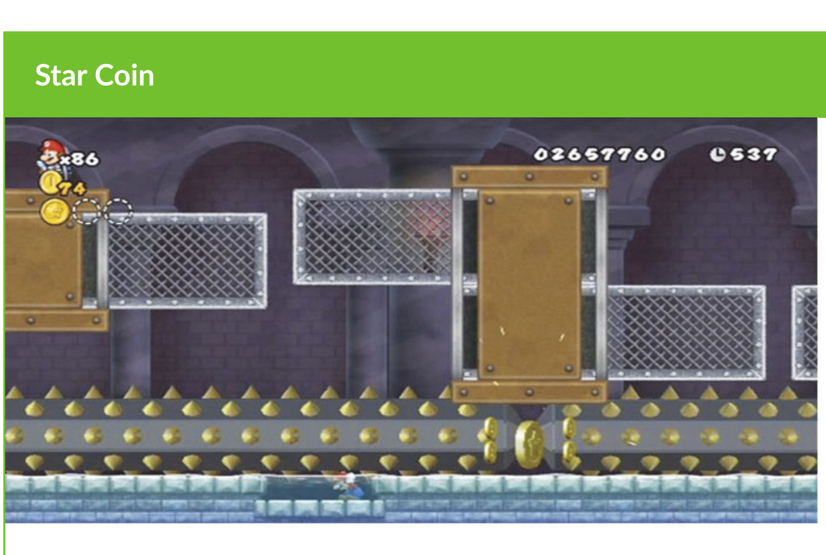
① Hit the gate at Point 1 to flip it around and end up on the back side of the fences on this level. Once you're on the other side, you can drop down off the fences, but when you climb back onto the fence, you're still on the back side. The only way to switch back to the front side of the fence is to find another gate and flip it around while you're on it.

Star Coin

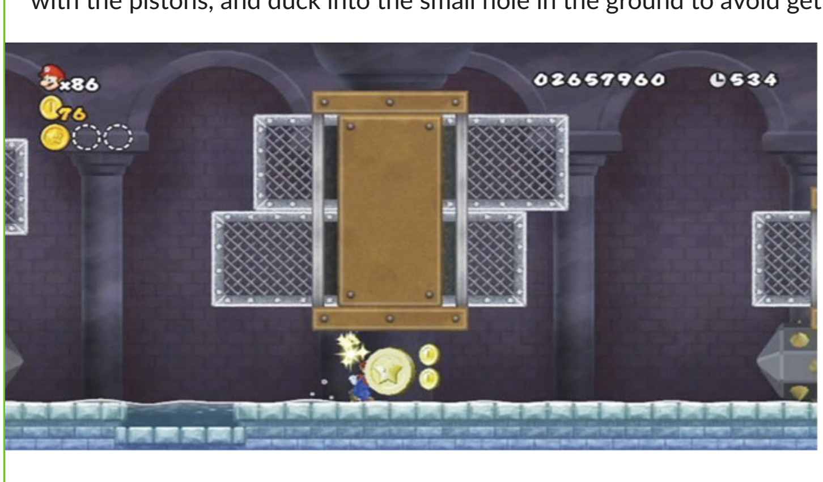


② While you're on the back side of the fence, climb onto the fence at Point 2. Slide to the left to grab the Star Coin, then hop off the fence to avoid falling into the spiked piston below you.

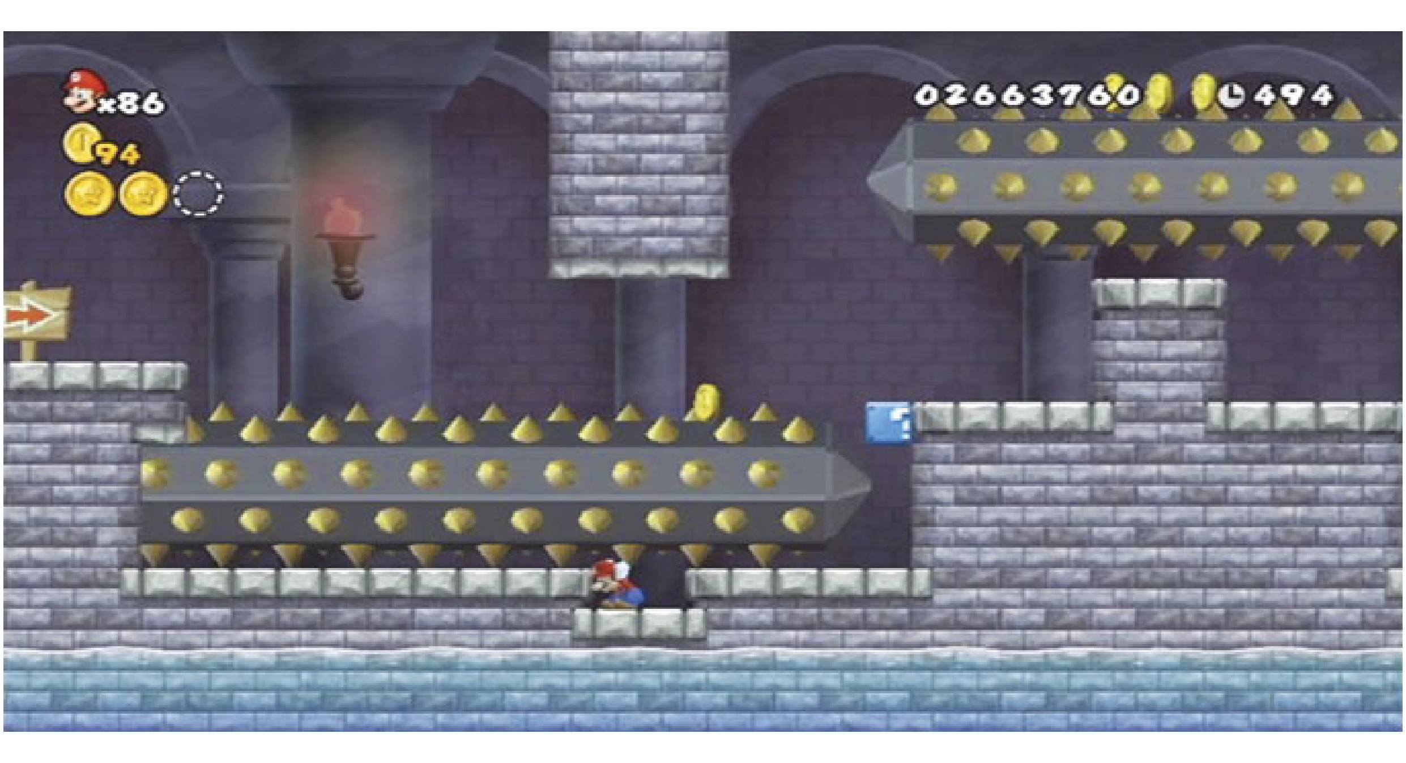
Star Coin



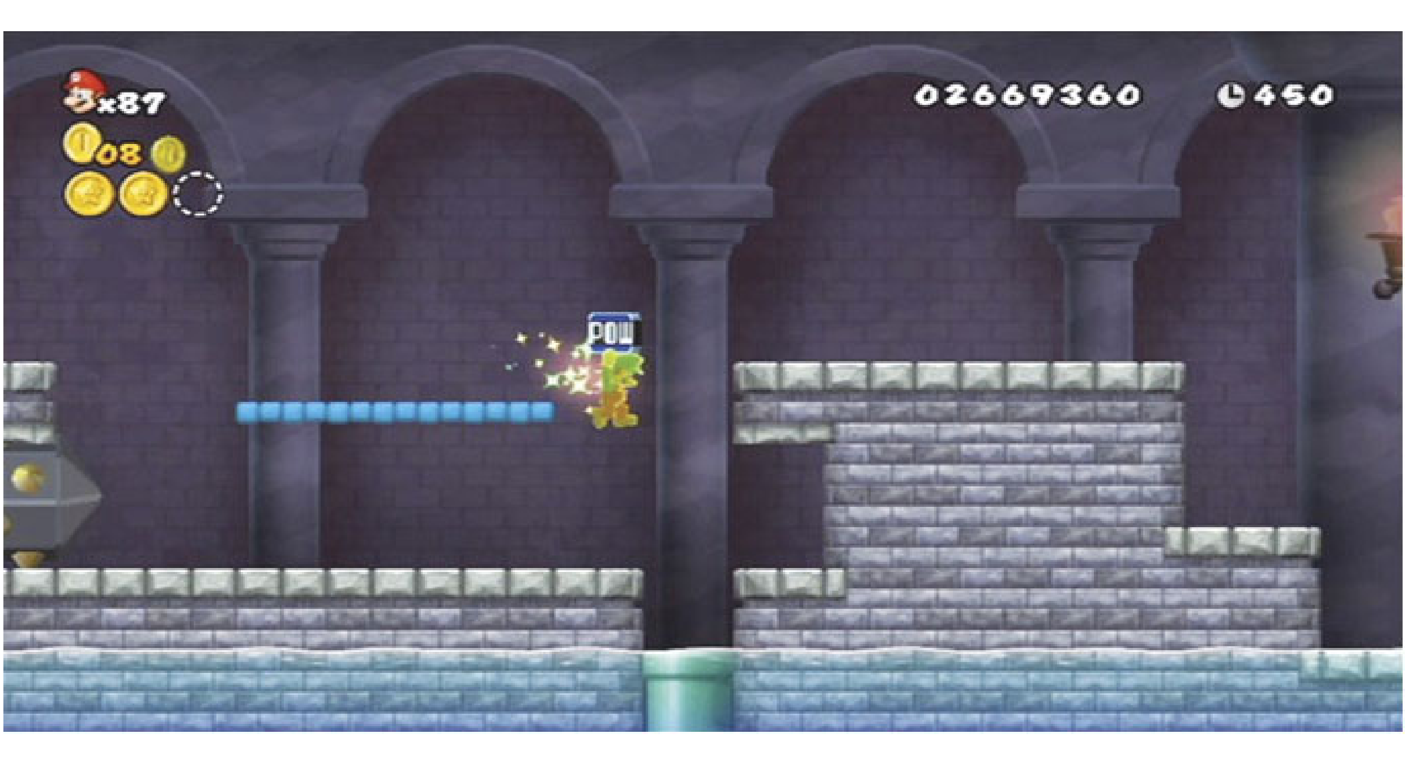
③ The next Star Coin is at Point 3, where it sits at the meeting point of two spiked pistons. Drop down into the area with the pistons, and duck into the small hole in the ground to avoid getting squashed.



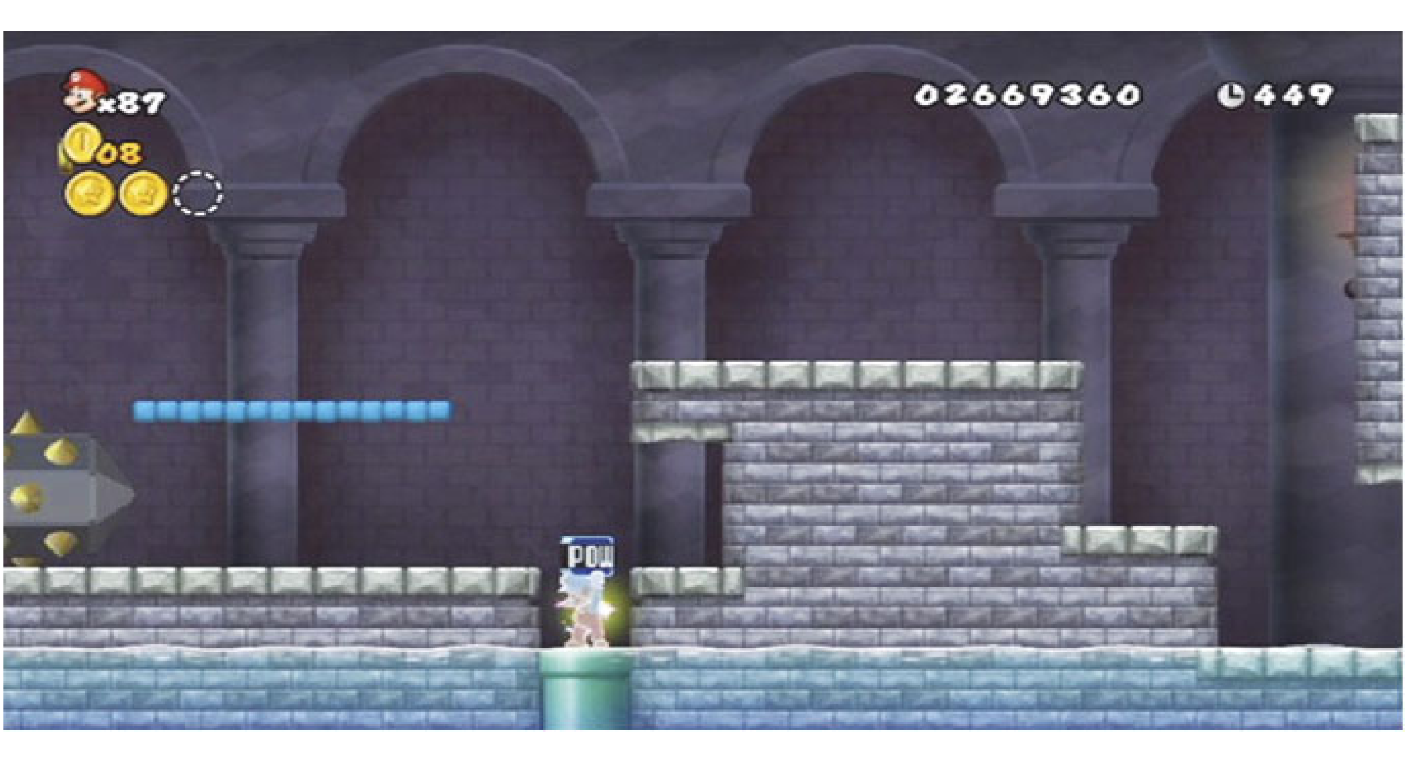
Wait for the pistons to retract, then quickly jump out of your hole and dash to the Star Coin. As soon as you grab it, jump up and climb the fence out of the piston pit.



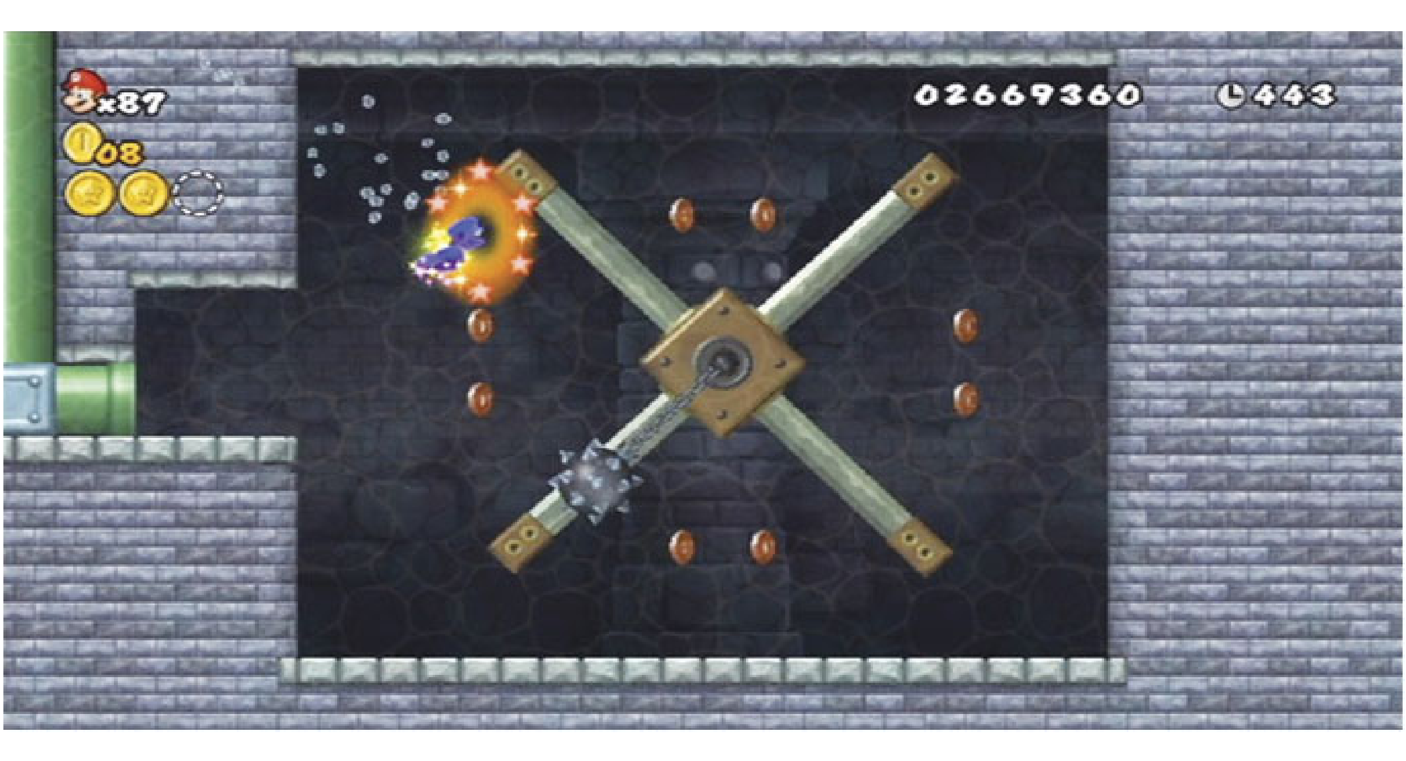
④ Duck into the small holes in the ground to dodge the spiked pistons when they fire.



⑤ Use the POW Block at Point 5 to drop several coins that hang high above the level.

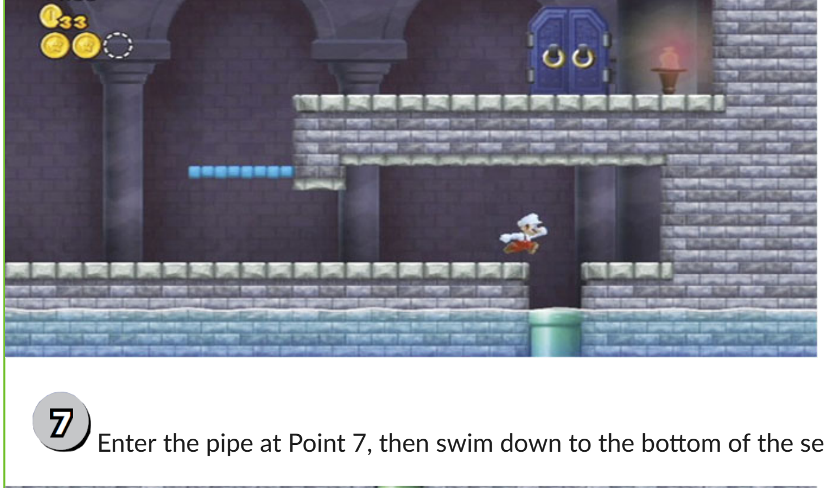


⑥ Go down the pipe at Point 6 to find an underwater room with the Red Ring and swim through the Red Ring.

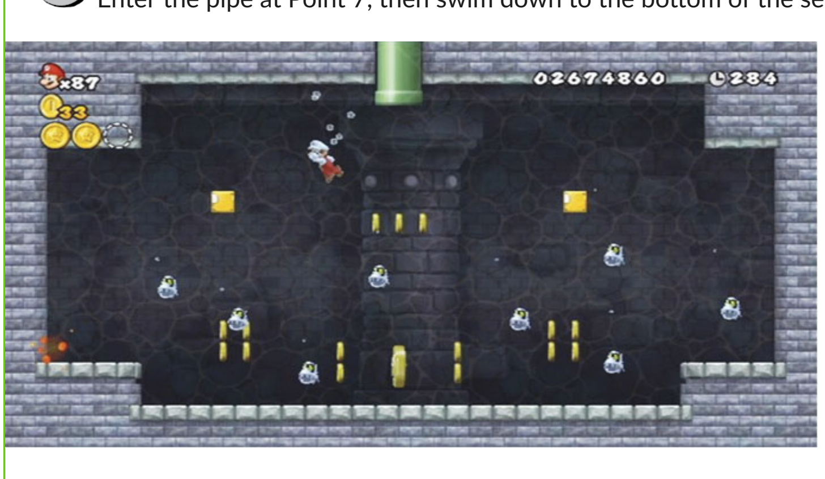


Then let the X-shaped spinning structure push you along as you gather all eight coins.

Star Coin

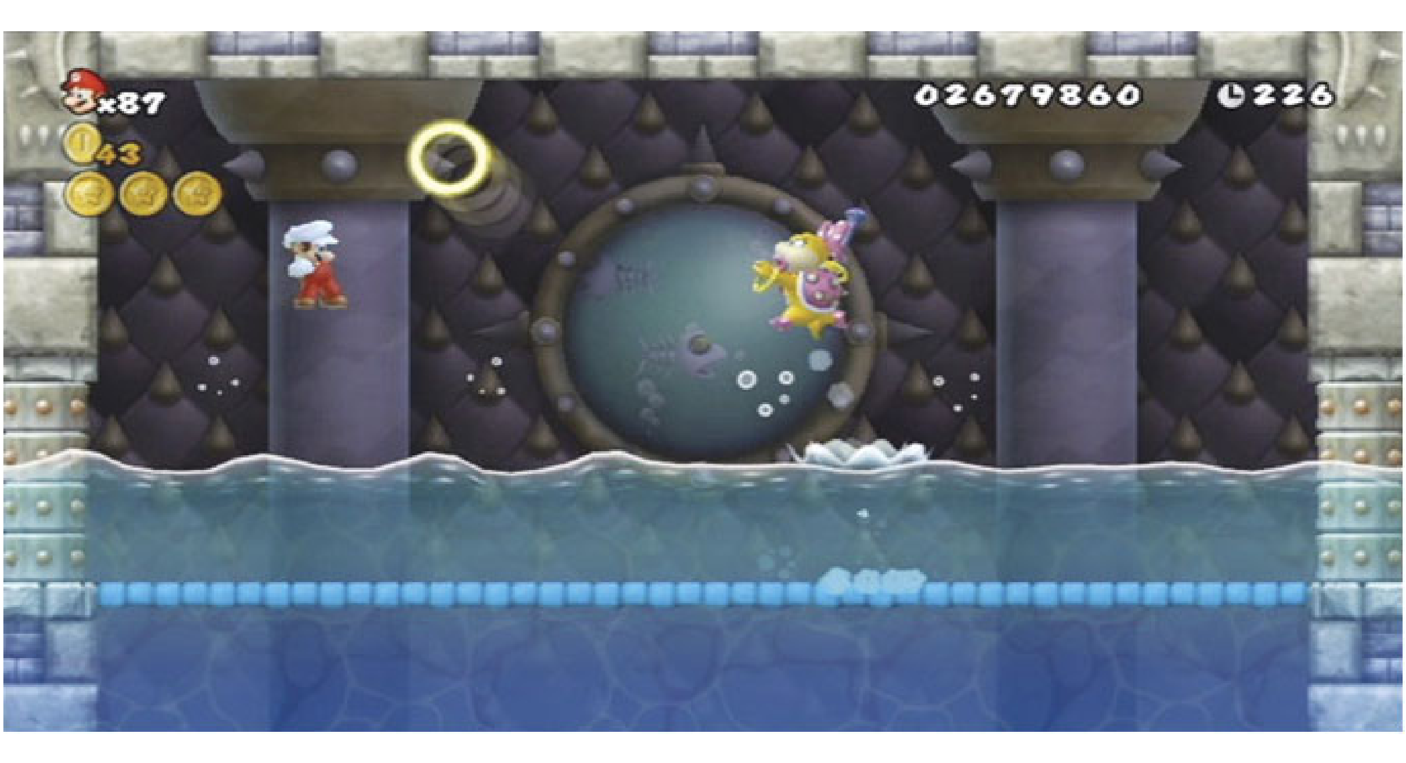


⑦ Enter the pipe at Point 7, then swim down to the bottom of the secret room and grab the Star Coin.

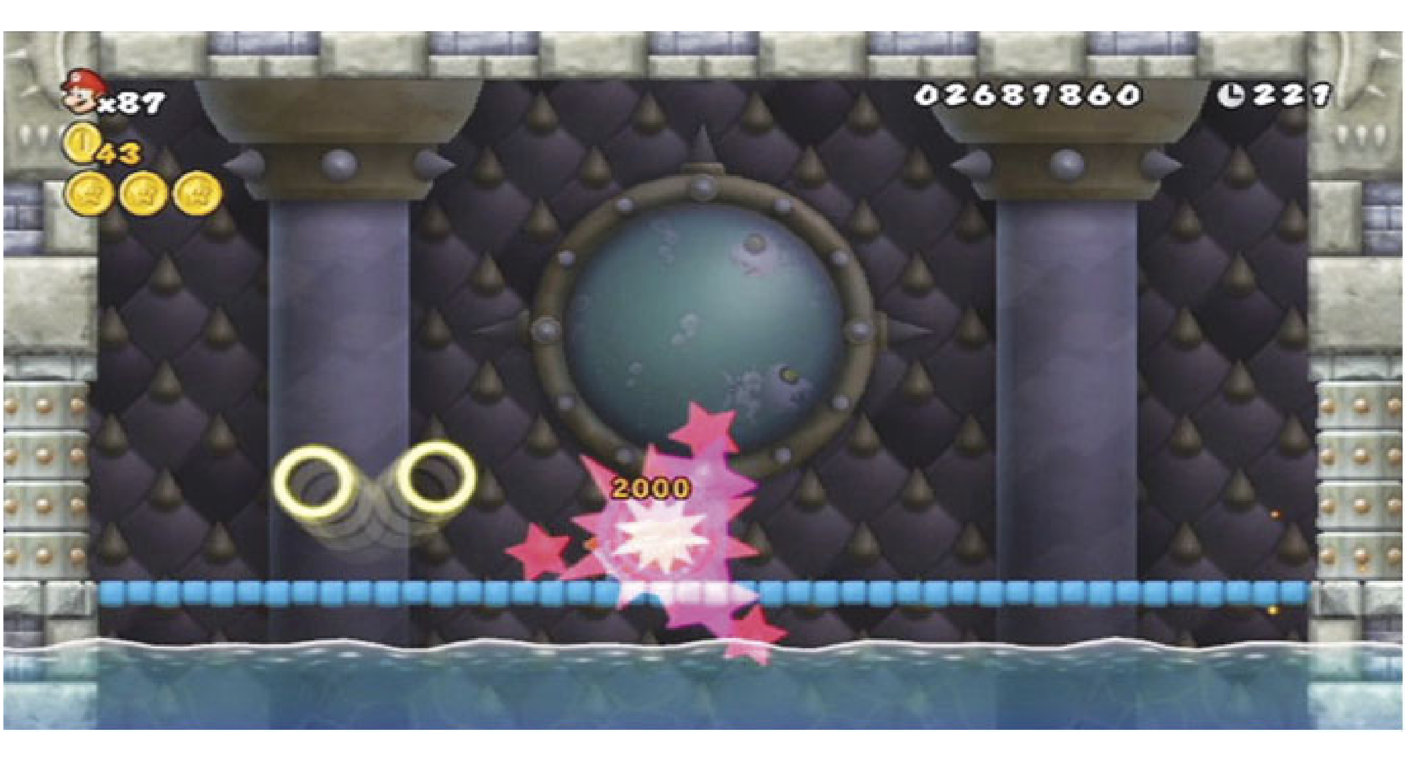


Watch out for the Wet Bones, however. If they see you, they'll immediately go after you!

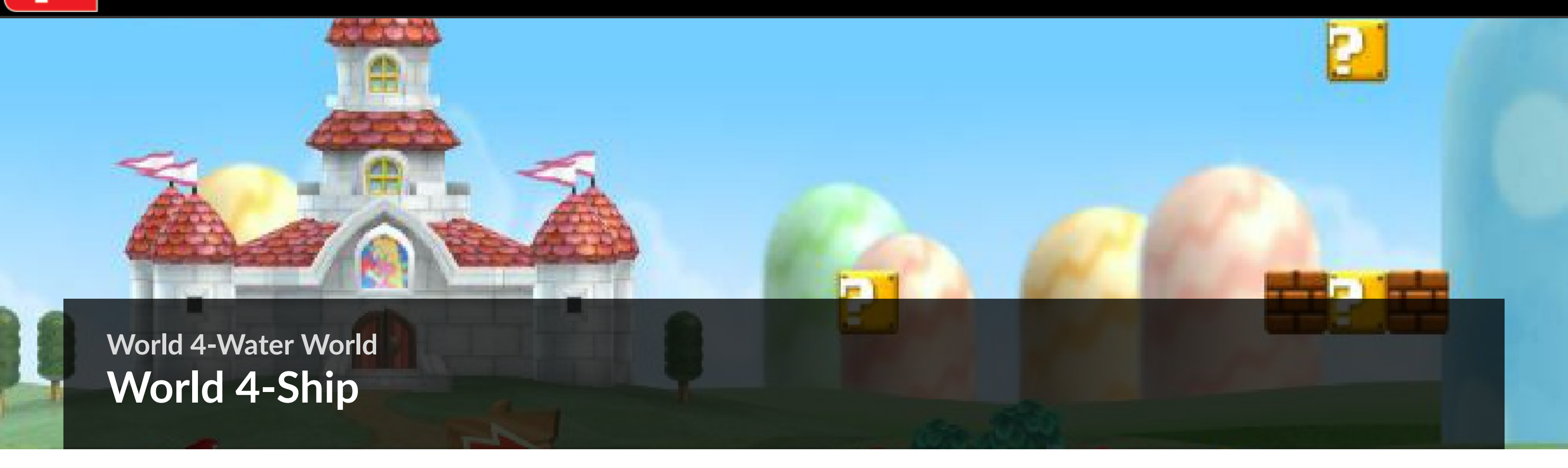
Boss Battle



Your rematch against Wendy isn't much different from your first encounter with her. She still jumps around a lot and fires bouncing death rings. The only difference between this encounter and the last is that this time, Magikoopa interferes and enchants the battle chamber so that it periodically fills with water!

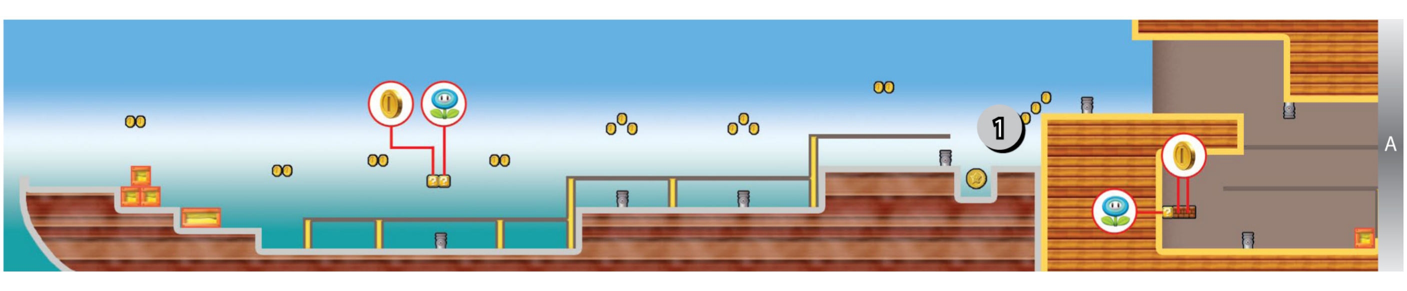


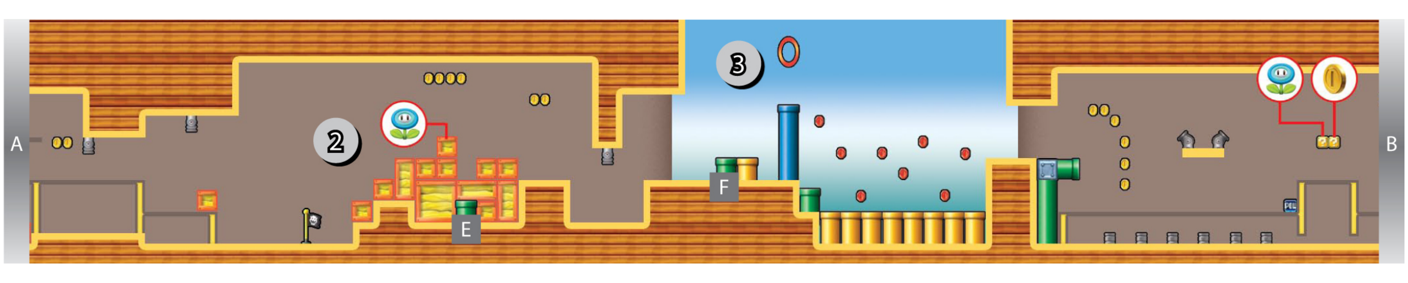
While the room is full of water, you'll slow down and have a slightly harder time dodging Wendy's death rings. Still, remain calm, swim ahead of the bouncing rings, and wait for the room to empty out before jumping on Wendy's head. Hit her three times and watch as she escapes in the Koopa ship!

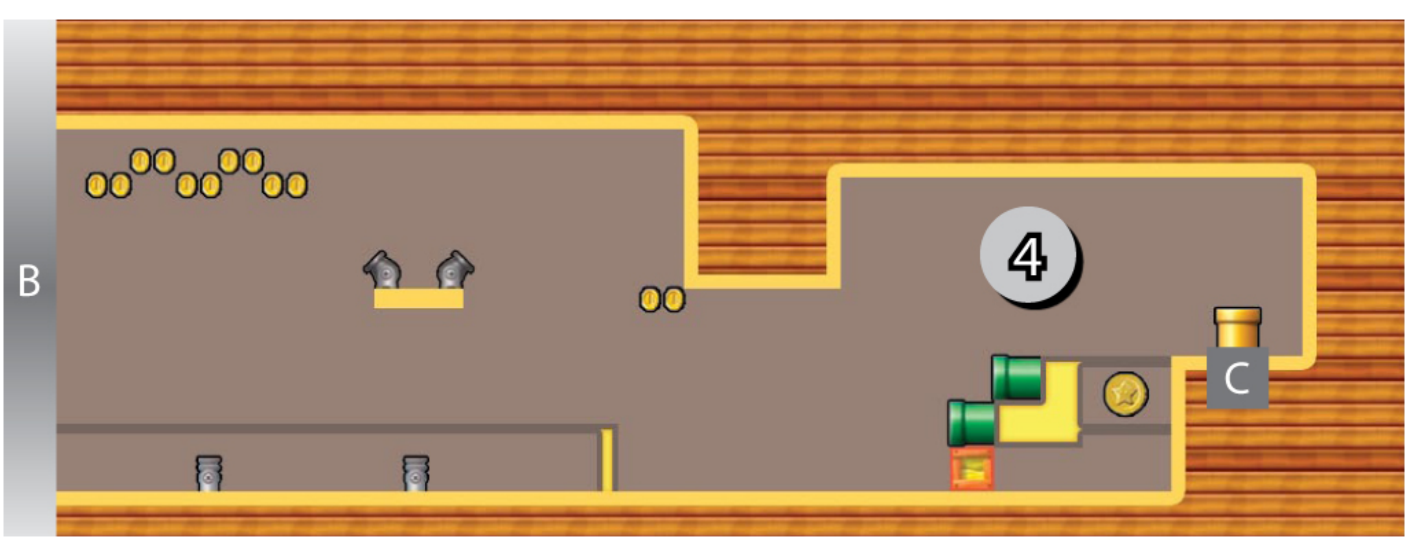


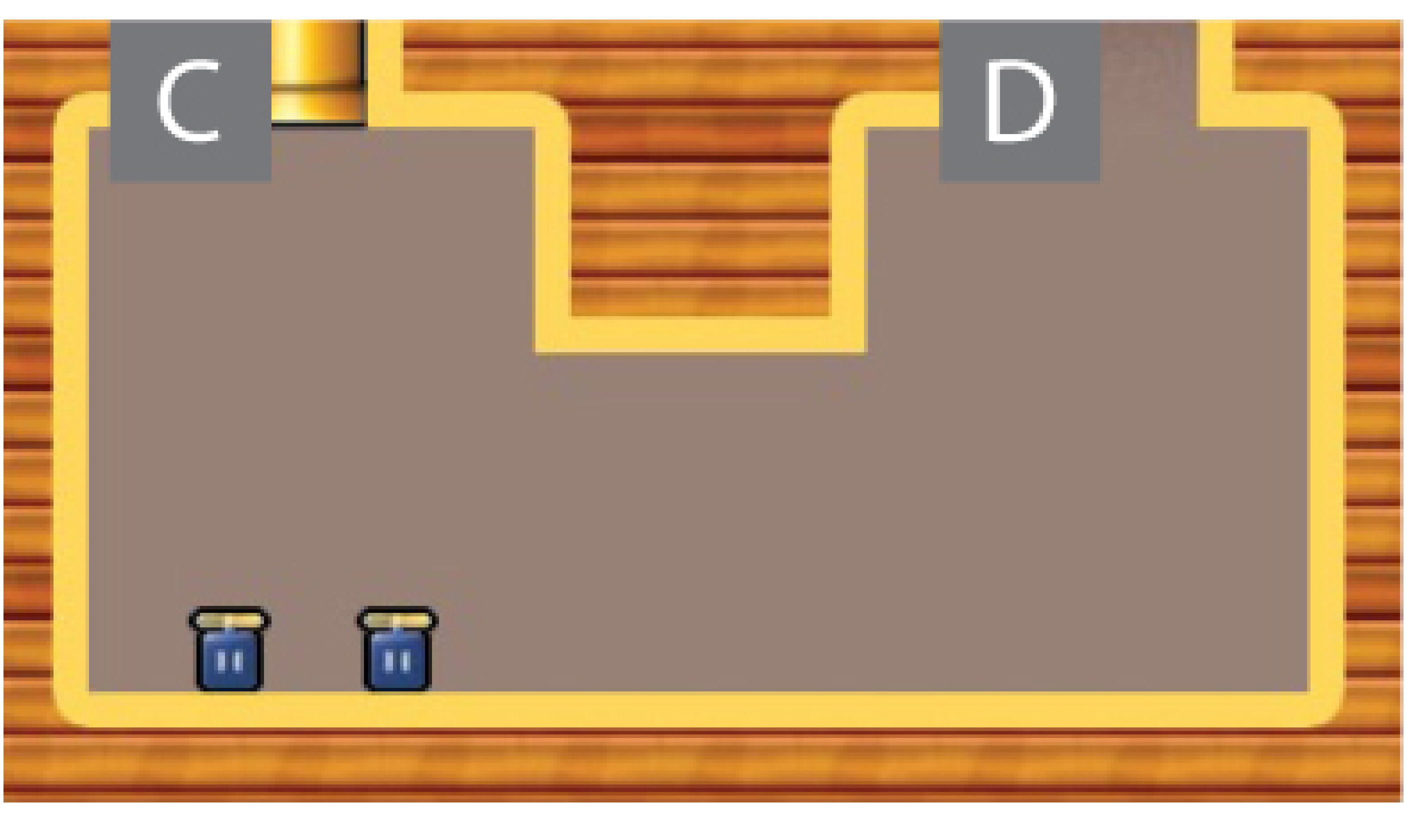
World 4-Water World

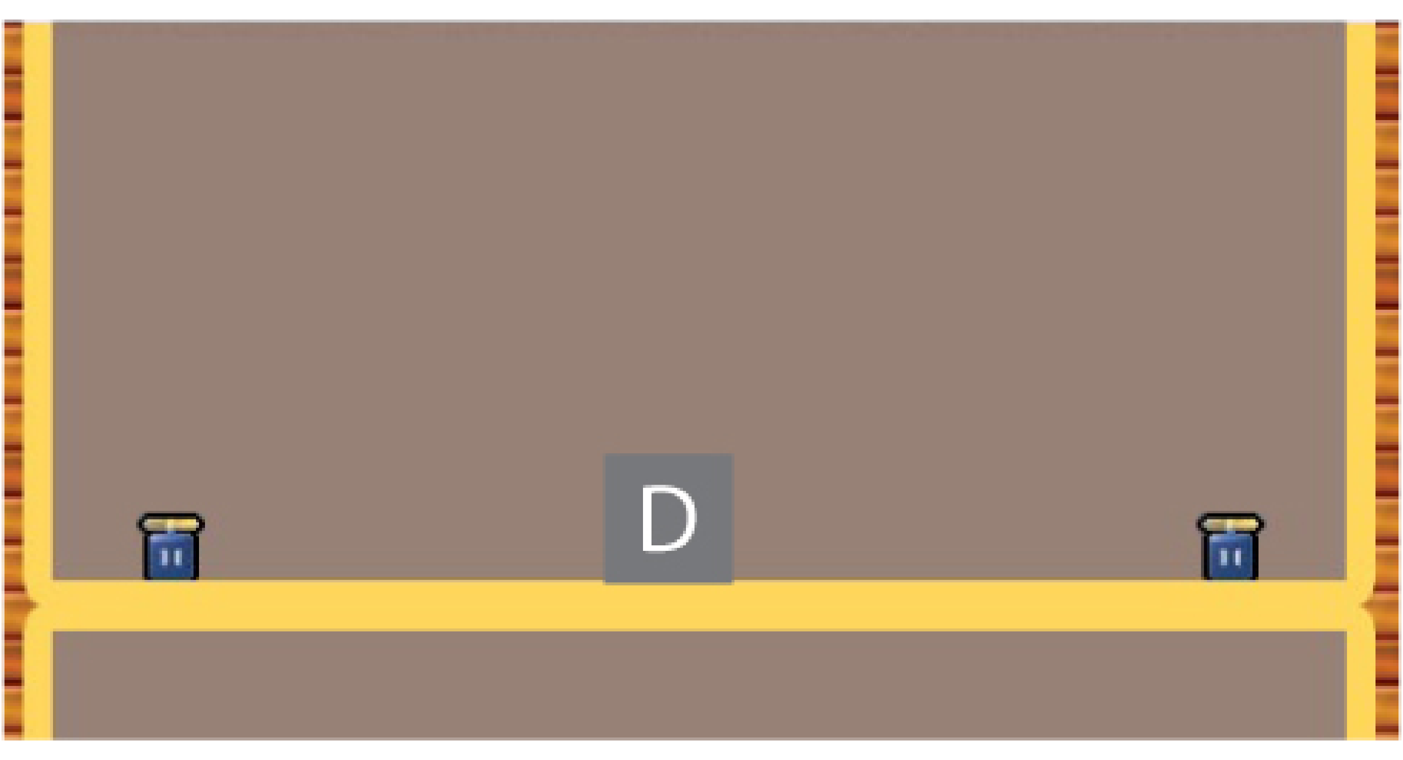
World 4-Ship

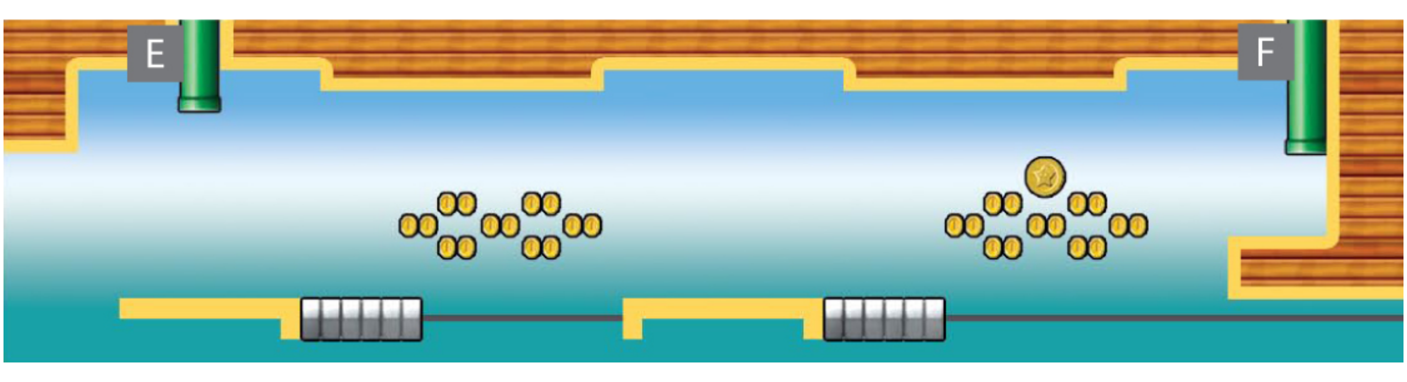




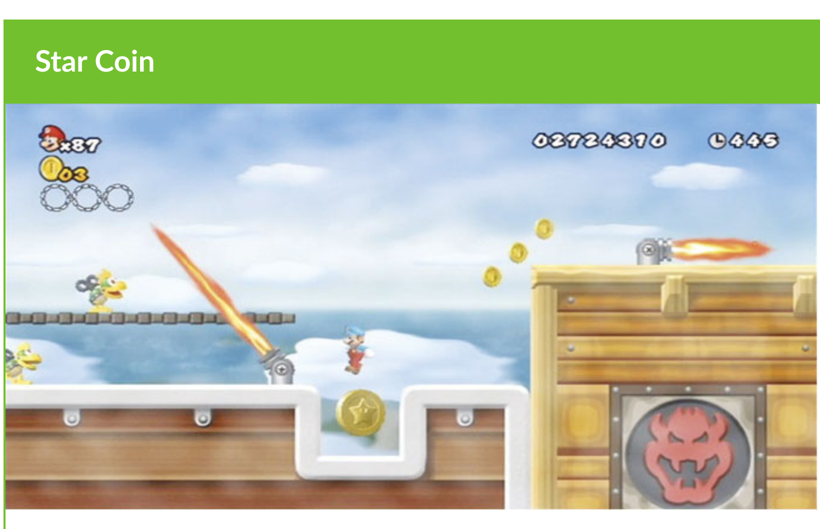






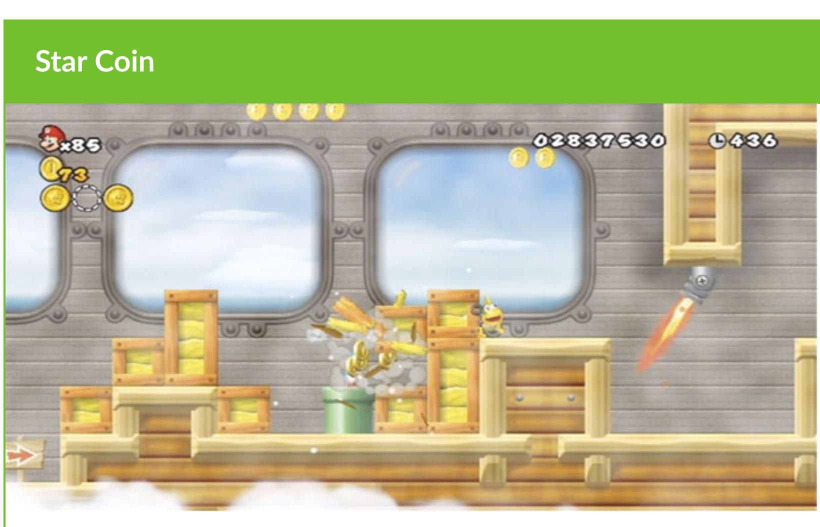


Star Coin

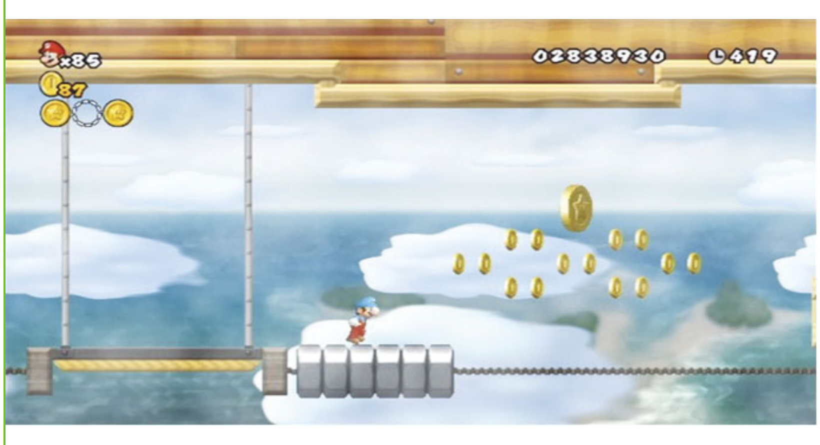


① The first Star Coin is located in a small ditch at Point 1. Drop down to grab it as the moving torch turns away from the Star Coin. If you jump down to grab it as the torch turns toward it, you'll get scorched!

Star Coin

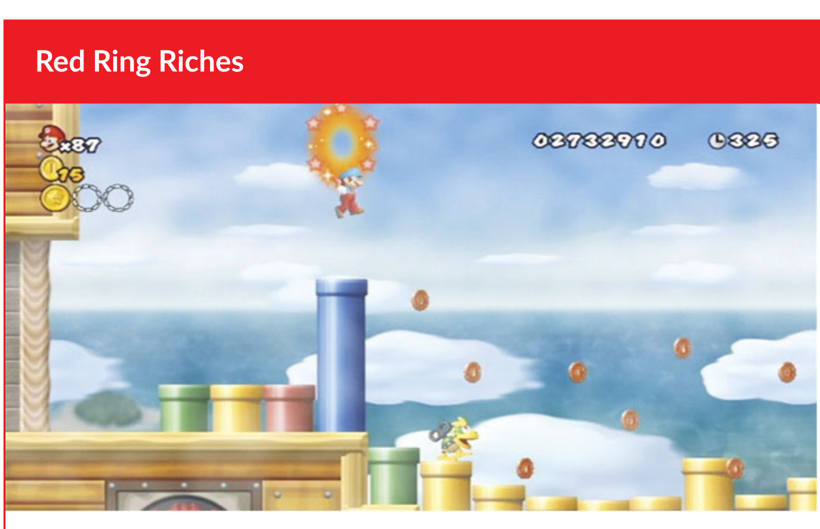


② Ground-Pound the crates at Point 2 and go down the pipe underneath them. The pipes lead to the bottom section of the ship. There, several long screws stretch out across the bottom of the ship.



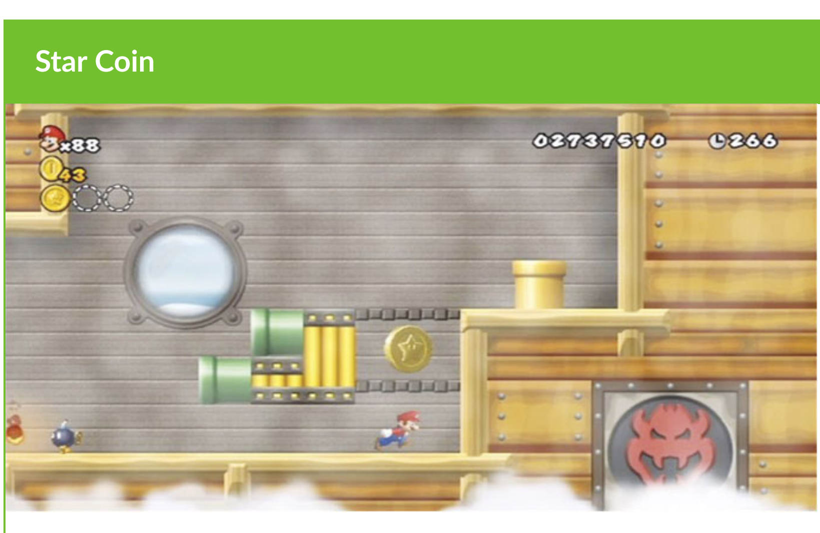
Jump onto the screw and begin spinning it so that it moves to the right. Don't stand on it for too long, though, or you'll spin right off the screw. Turn the screw all the way to the right and grab the Star Coin.

Red Ring Riches



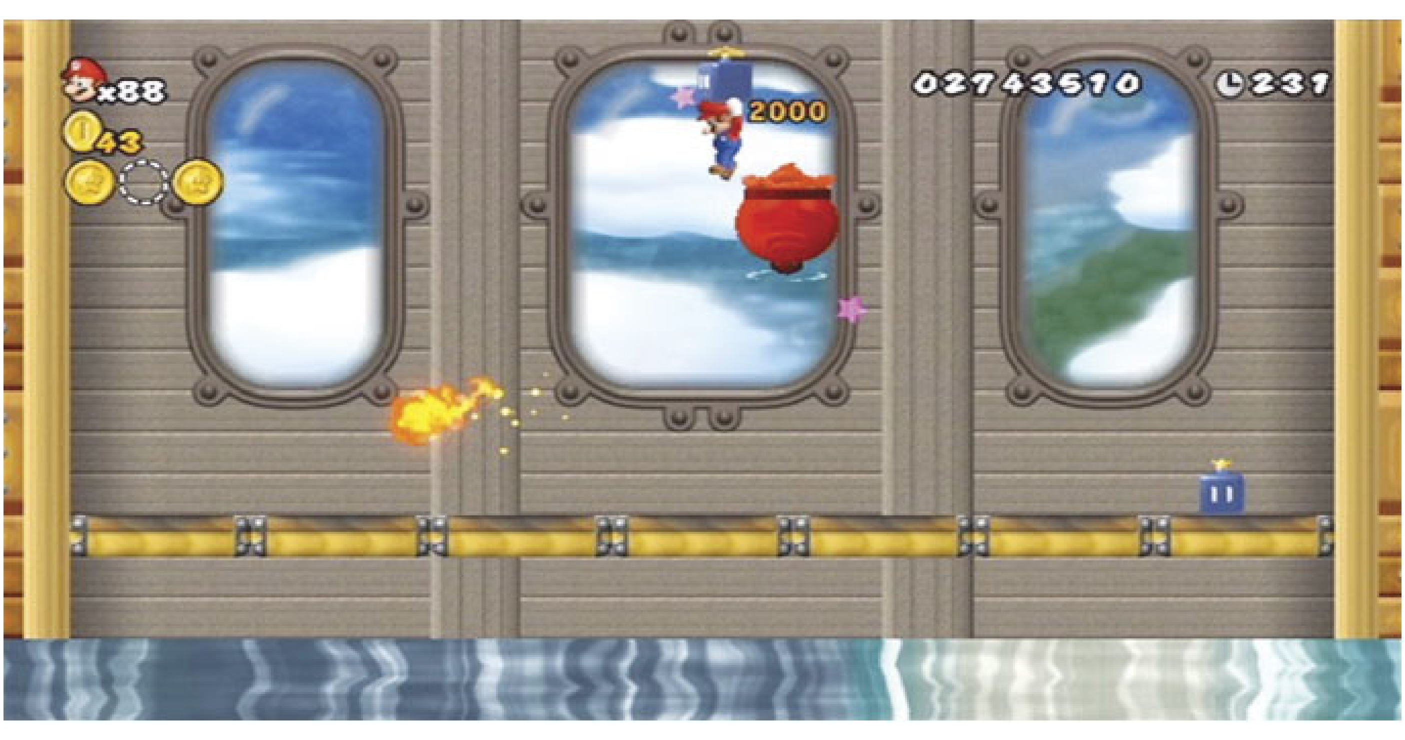
③ Ride the blue pipe up to the Red Ring at Point 3, then drop down to the lower pipes to grab the eight red coins.

Star Coin

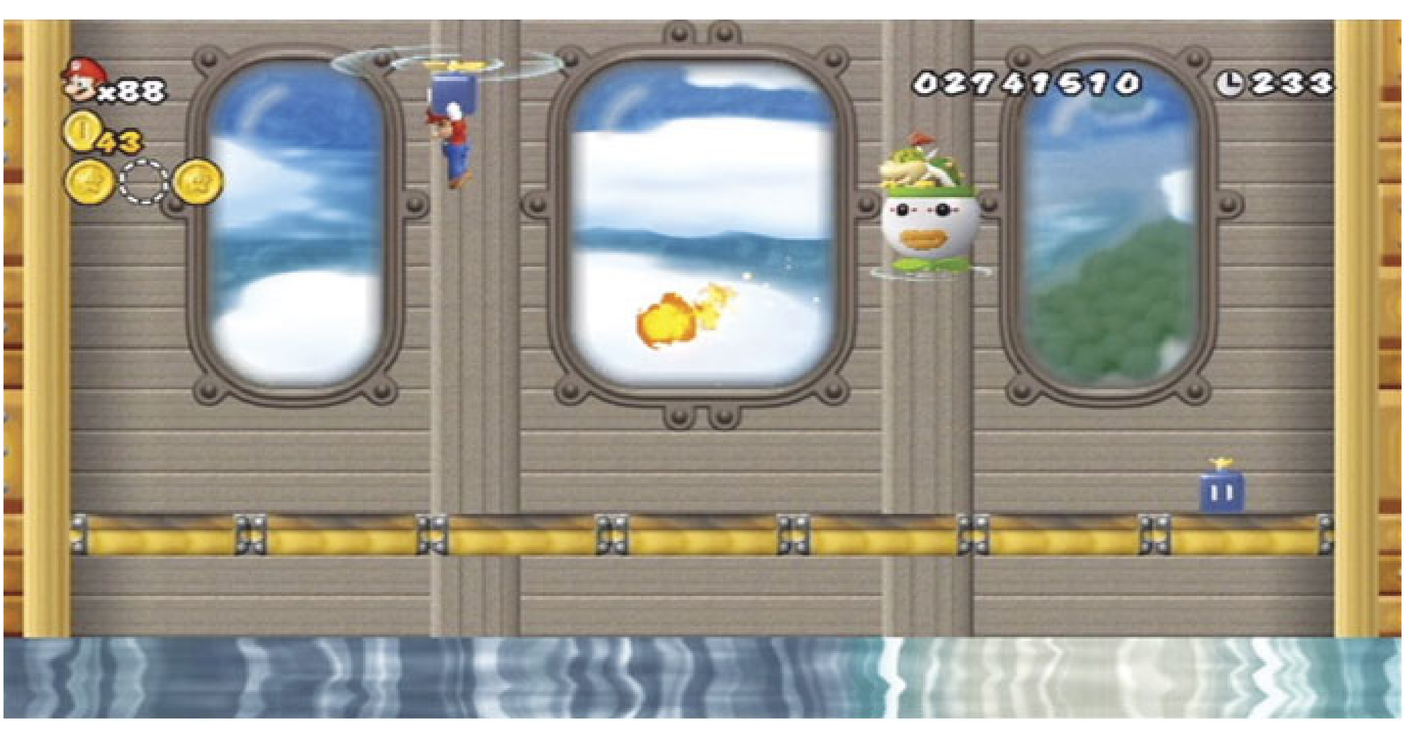


④ The final Star Coin is in plain view near the exit pipe. However, you'll need to use a Bob-omb to break the crate blocking your way first. Grab it and then Wall-Jump up to the pipe leading to a room with two Propeller Blocks. Grab one of them and zip up to the room overhead.

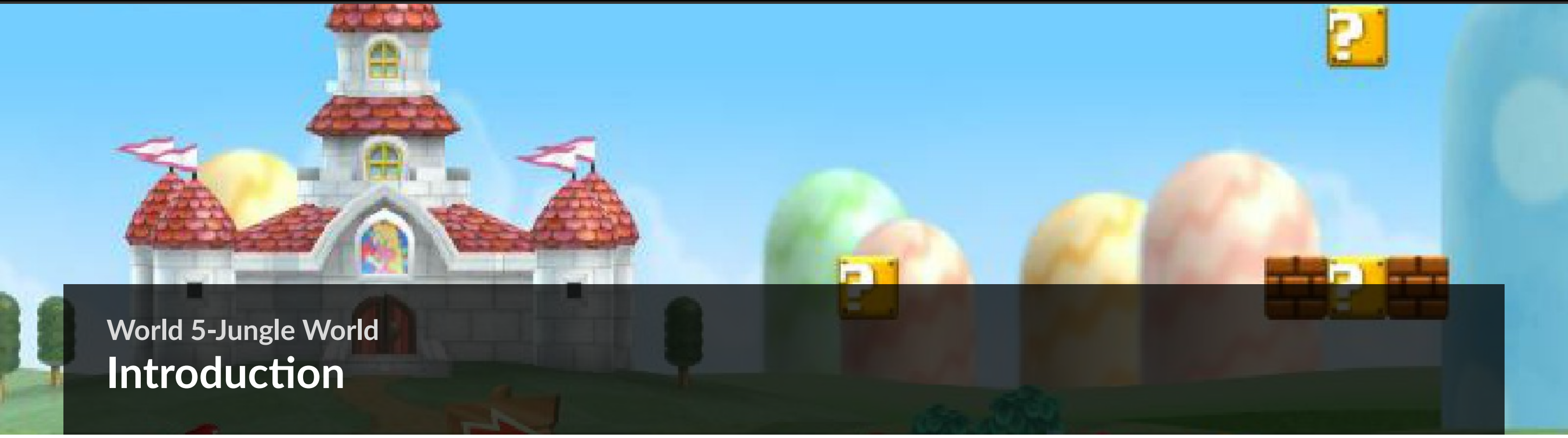
Boss Battle



Your first battle against Bowser Jr. isn't tough at all. Grab the Propeller Block and zoom into the air above the buzzing bite-sized Bowser. Dodge his fireball attacks by staying in the air and drill down on his head to knock him hard!



When his fireballs hit the ground, they'll light it up like a bonfire, so stay away from the flames, and wait for Bowser Jr. to fly overhead again. When he does, jump back into the air, zoom over him, and hit him over his head a second time. Repeat this one more time to finally defeat him.



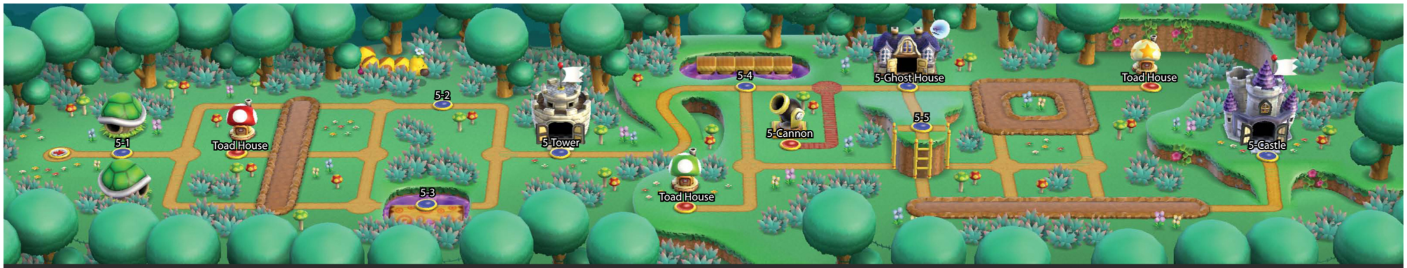
World 5-Jungle World

Introduction

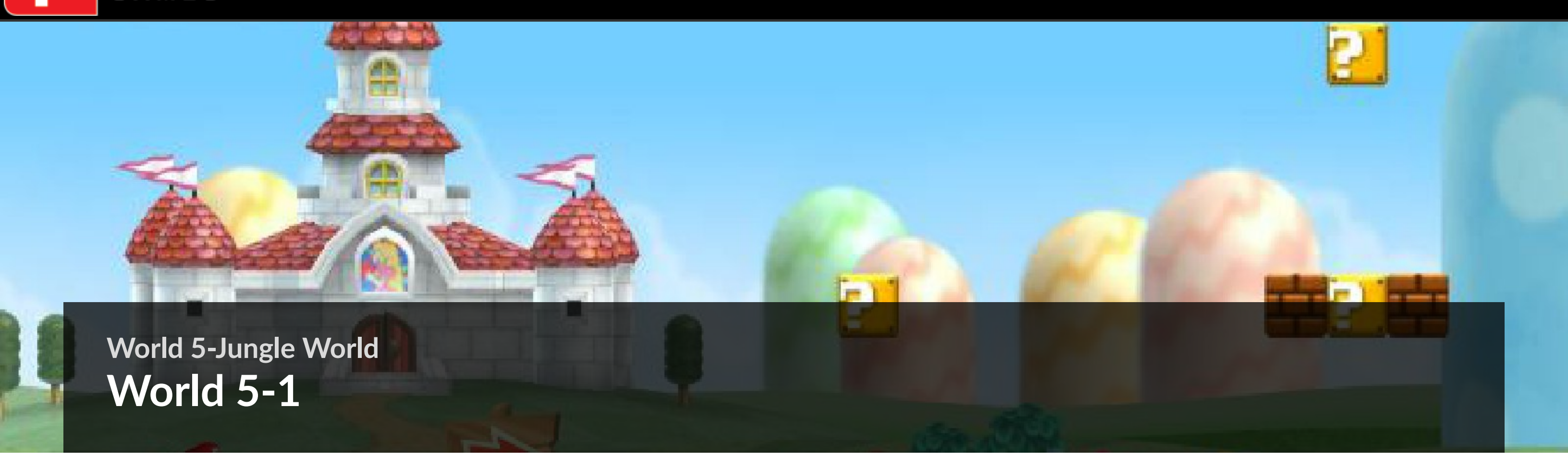
World 5-Junge World

This world is crawling with River Piranha Plants, Wigglers, and covered in a strange, deadly purple goo. Characterized by its lush green jungles and dangerous wildlife, World 5 is Iggy Koopa's domain.

The Penguin Suit will be of very little help in this world, but power-ups like the Fire Flower and Propellerhead are infinitely valuable.

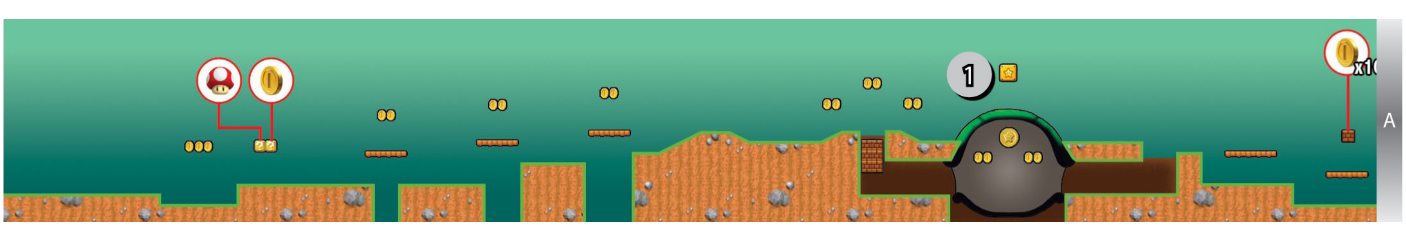

5-1
Toad House
5-2
5-3
5-Tower
Toad House
5-4
5-Cannon
5-Ghost House
5-5
Toad House
5-Castle

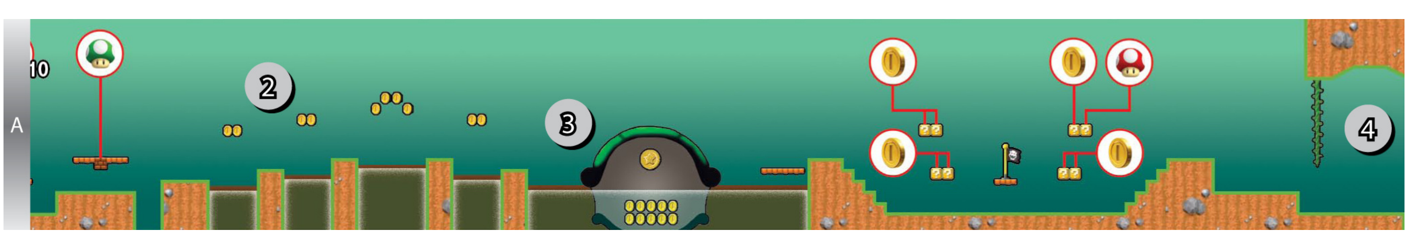
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
8	3	1	3	World 5-Ghost	Iggy Koopa

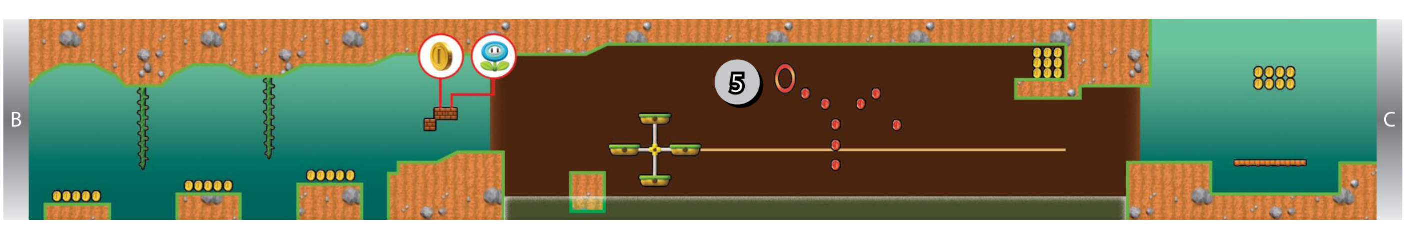


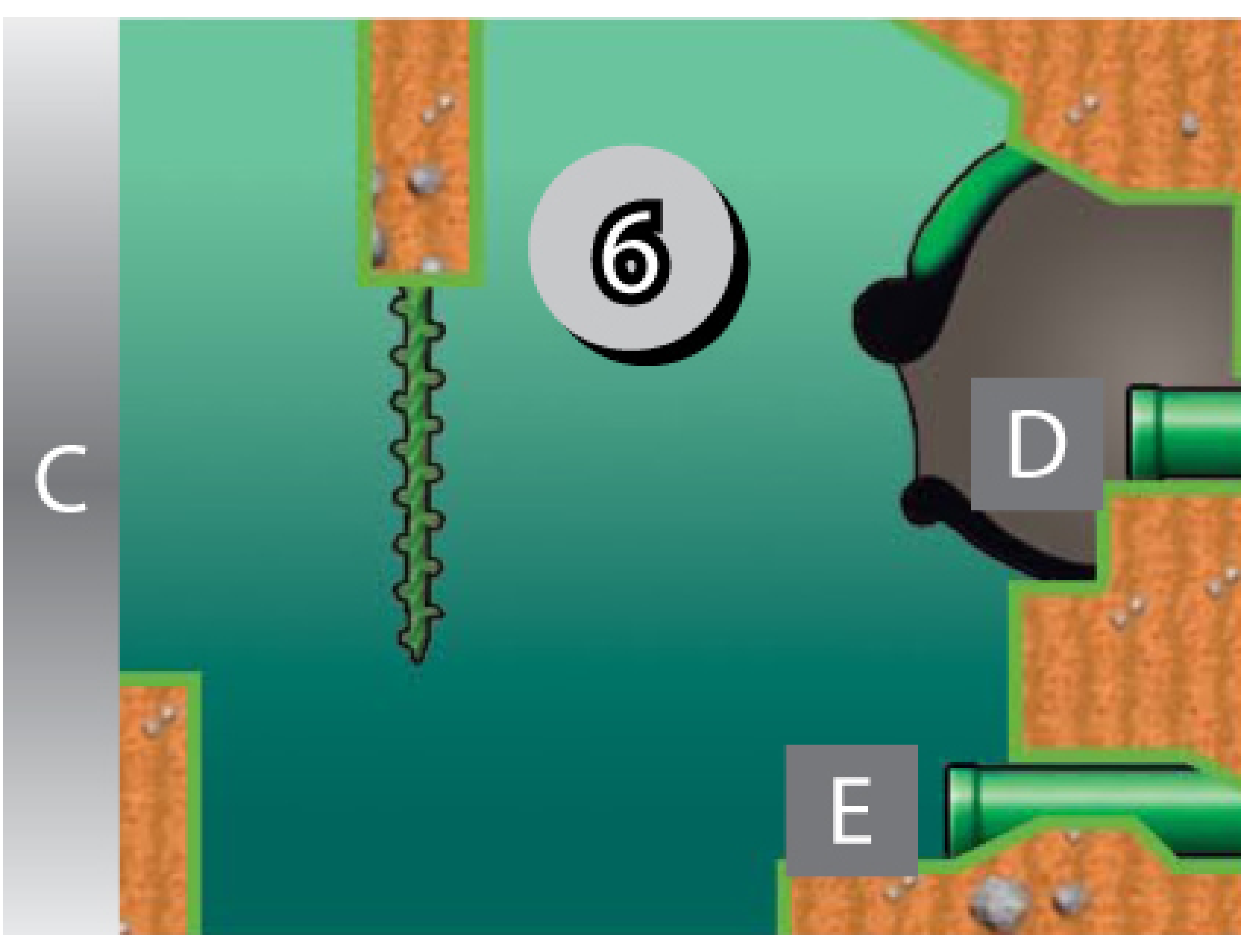
World 5-Jungle World

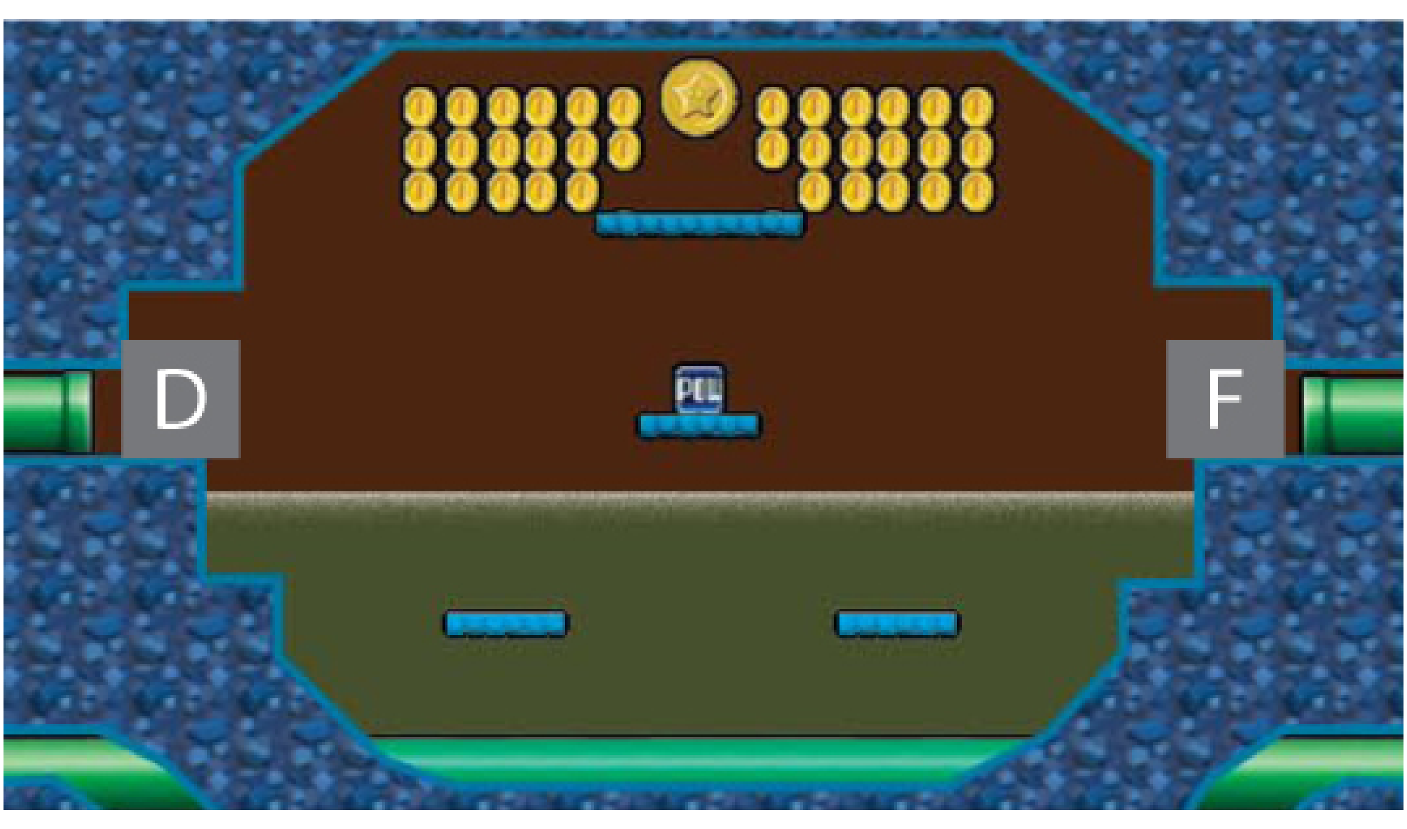
World 5-1

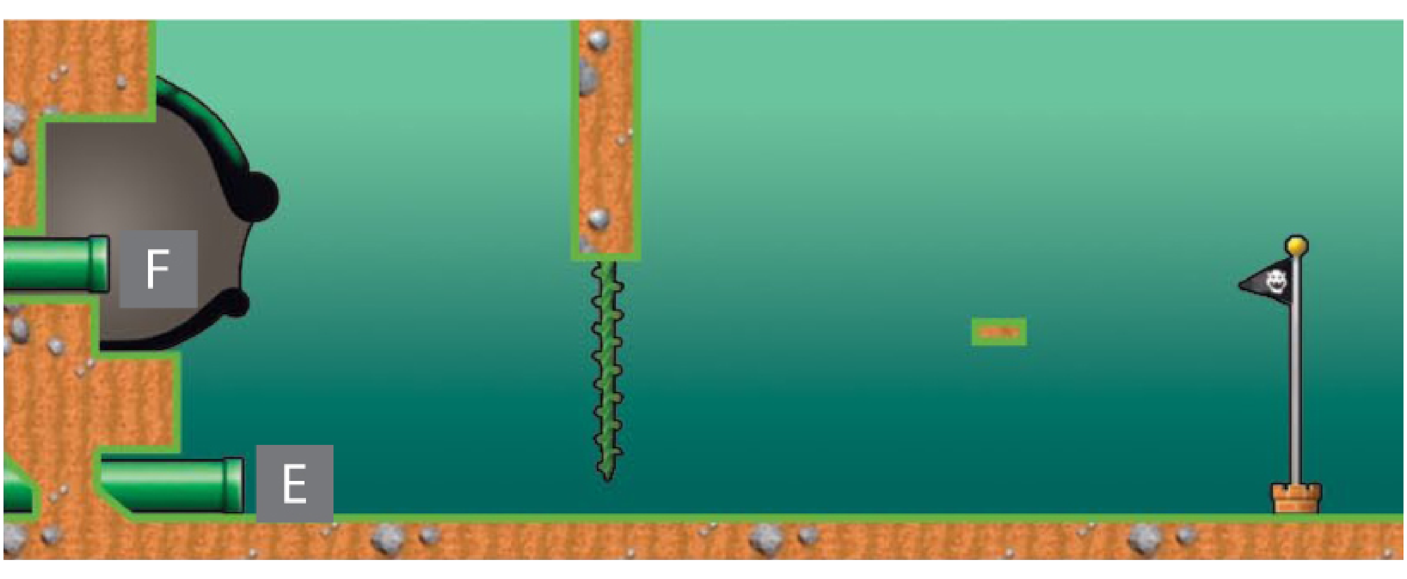




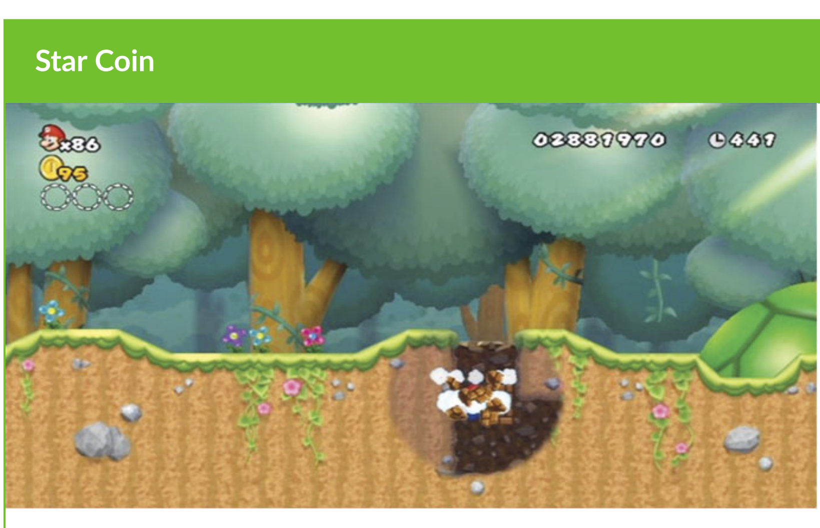




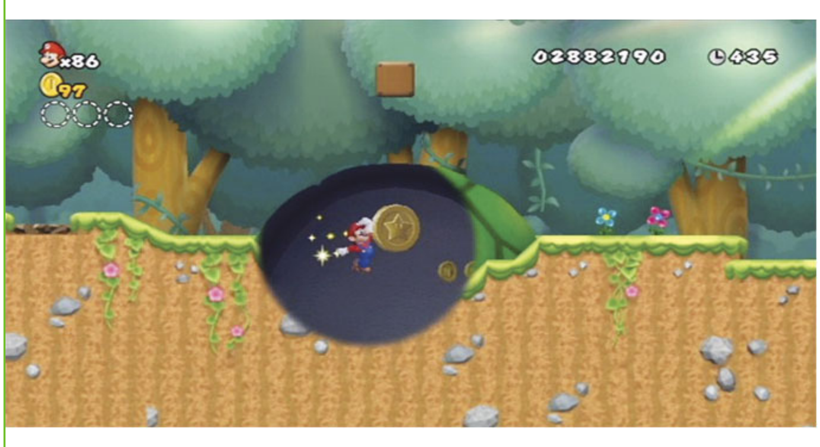




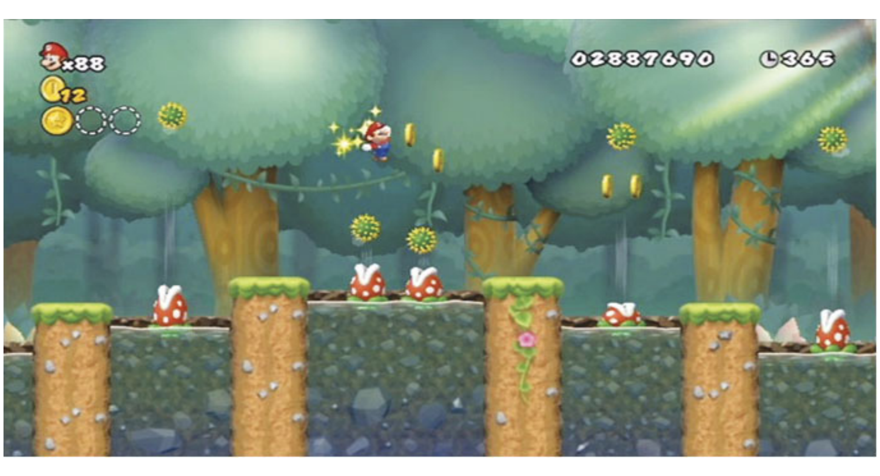
Star Coin



① At Point 1, Ground-Pound through the hidden Blocks until you're underground to the left of the large shell sticking out of the ground.

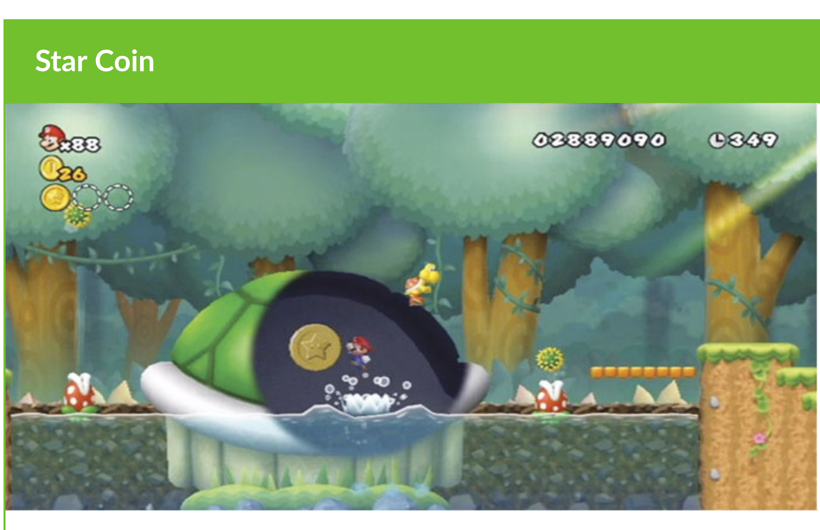


Make a right and jump up to grab the Star Coin hidden inside the large shell.

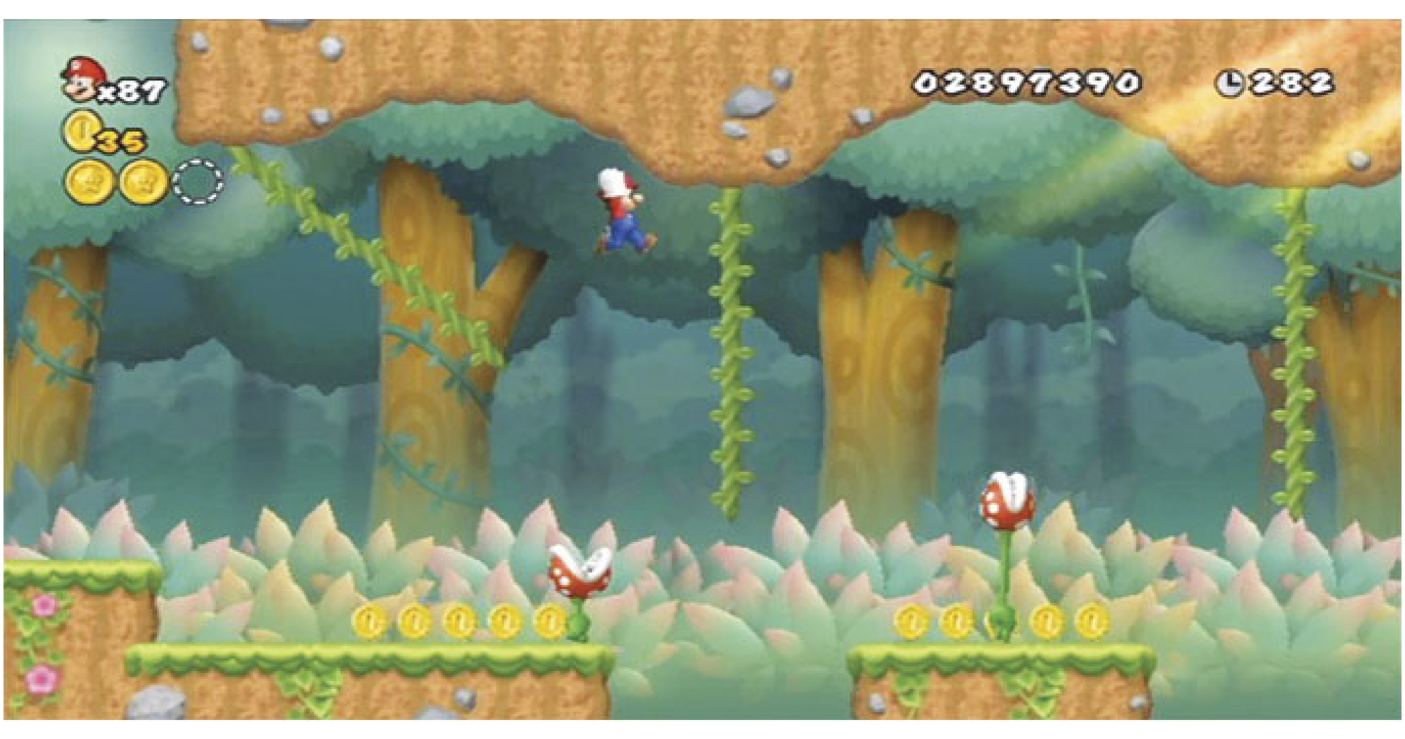


② To get over the River Piranha Plants, Spin-Jump over them as the spiked pods drop down. Don't try to sneak past them while the pods are in the air, they could come down at any time and get you!

Star Coin

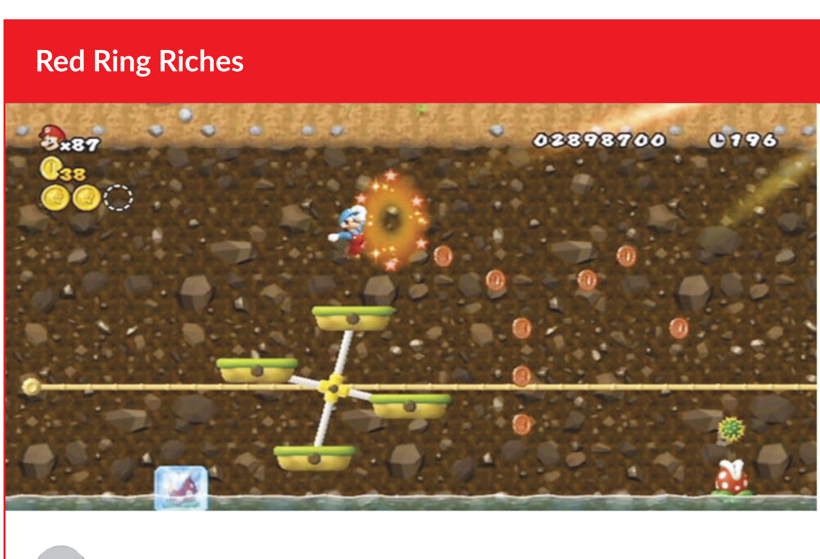


③ At Point 3, dive into the water and swim into the large shell. The next Star Coin is hidden inside the shell, so jump up, out of the water, and grab it before you swim out of the shell and under the River Piranha Plant.



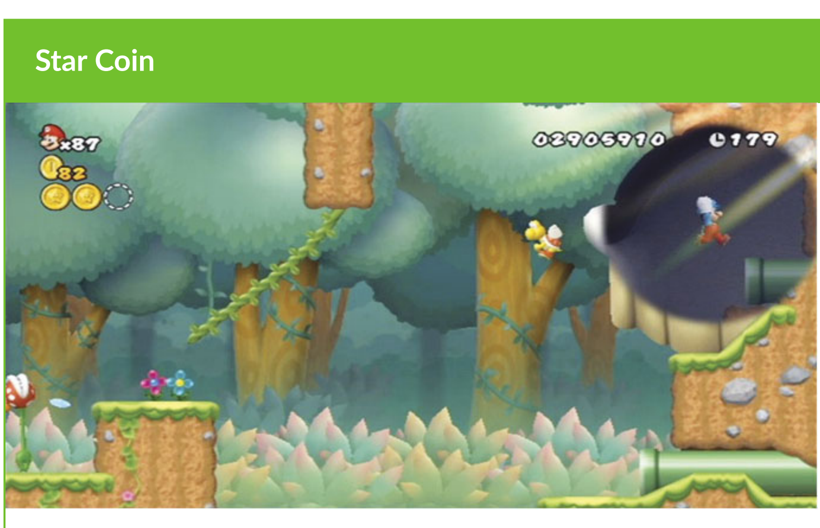
④ Swing from vine to vine to avoid the River Piranha Plants on the ground.

Red Ring Riches

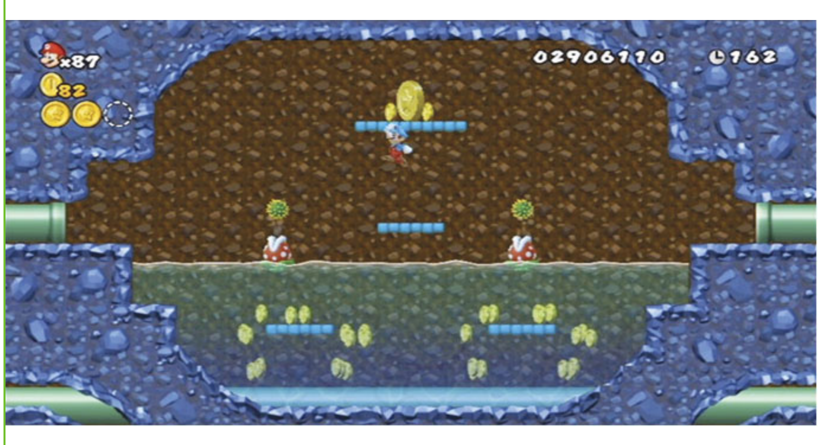


⑤ Stand on the spinning platform at Point 5 and jump from ledge to ledge to move the platform forward. When you reach the Red Ring, jump up to pass through it, then continue moving the platform forward to reach the first five red coins. To grab the last three, jump up to the top ledge, then out into the water to grab the last three.

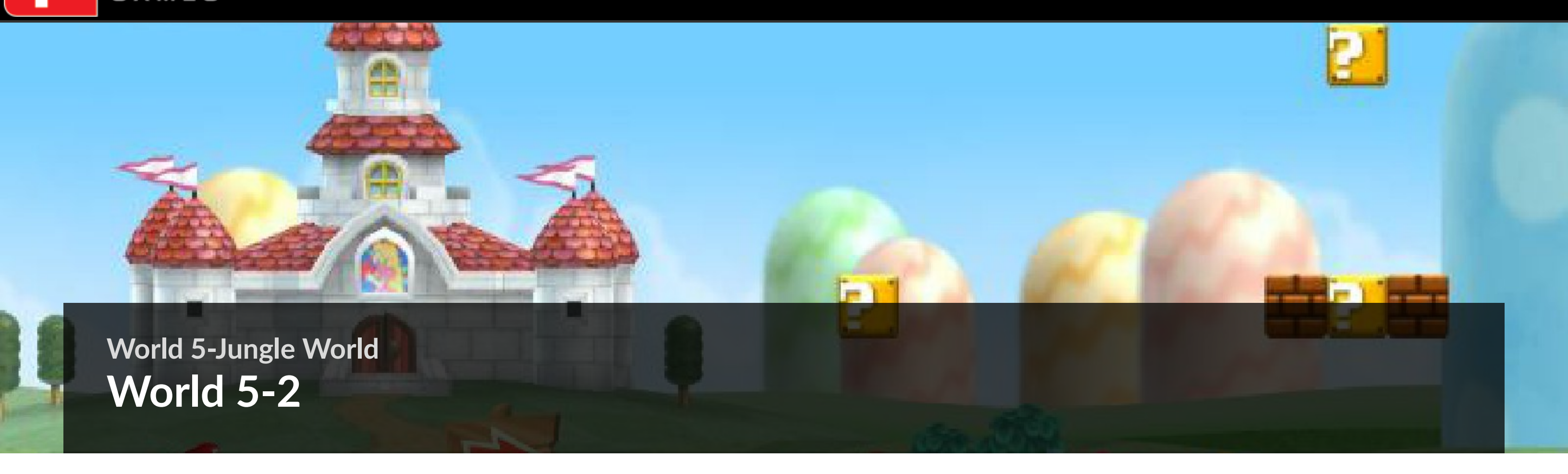
Star Coin



⑥ The last Star Coin is located in a secret room you can only access from Point 6. Swing from the vine into the large shell over the exit pipe to enter the secret room. Grab the POW Block on the small ledge, then drop it to force all the coins, including the Star Coin, to drop.

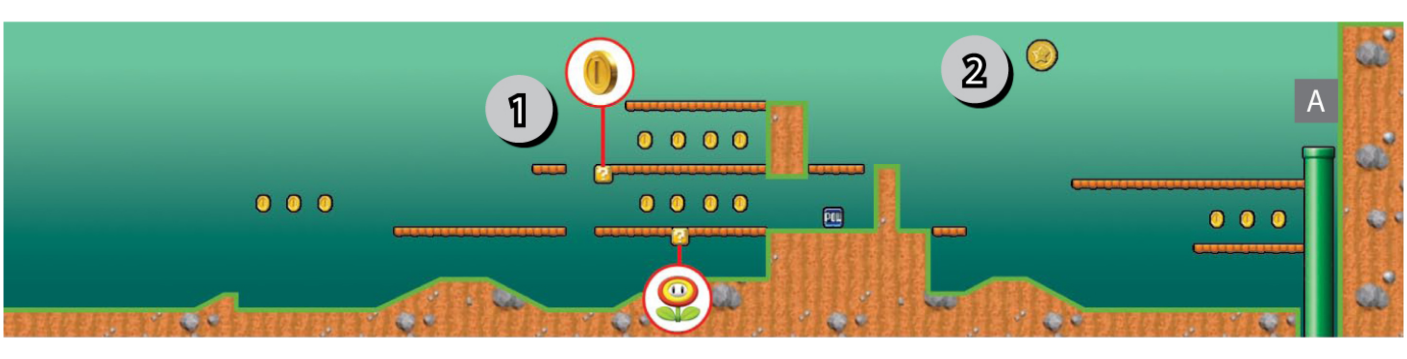


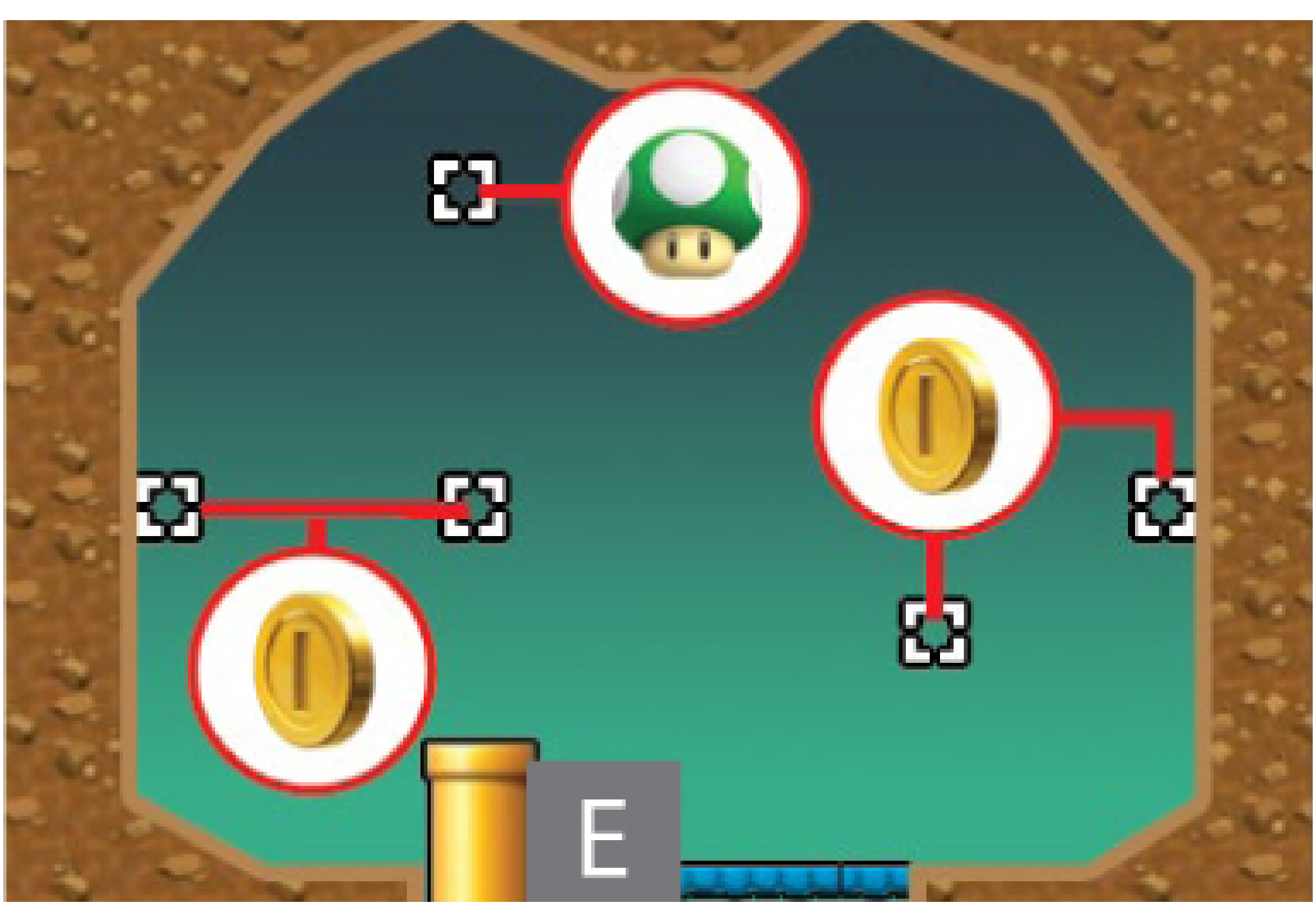
Grab your gold and then exit through the pipe on the right to finish the level.

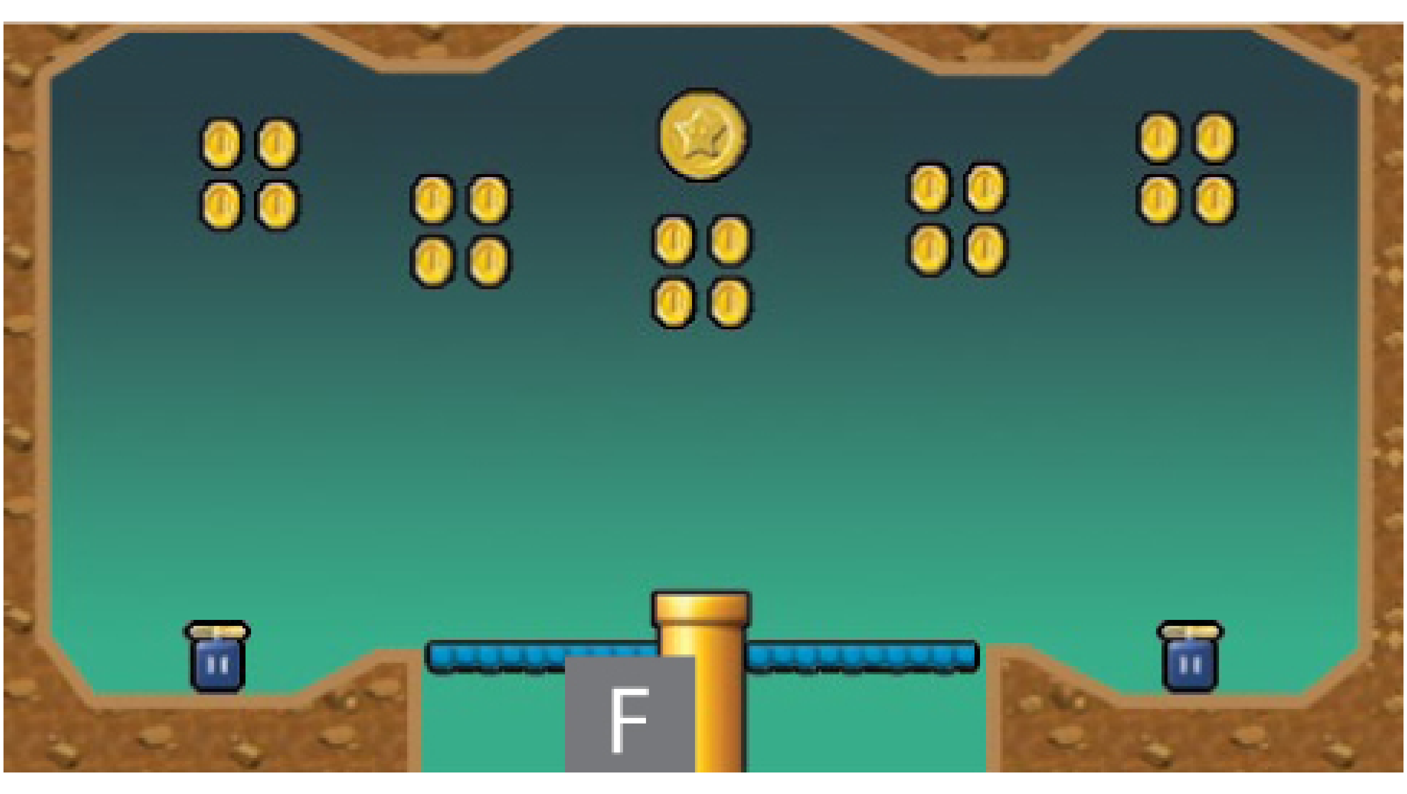


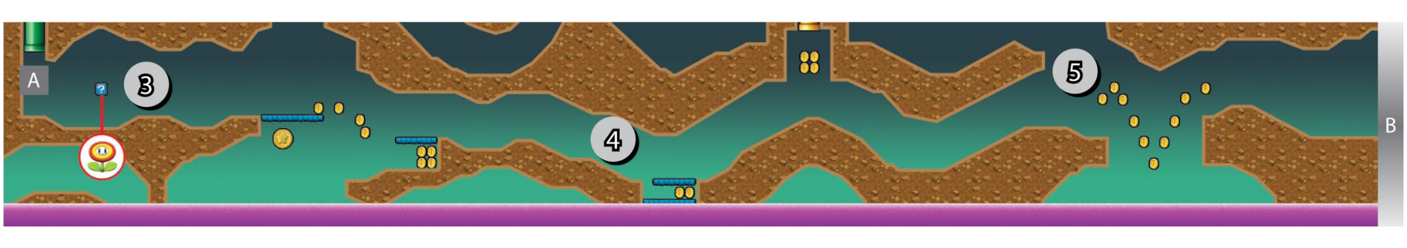
World 5-Jungle World

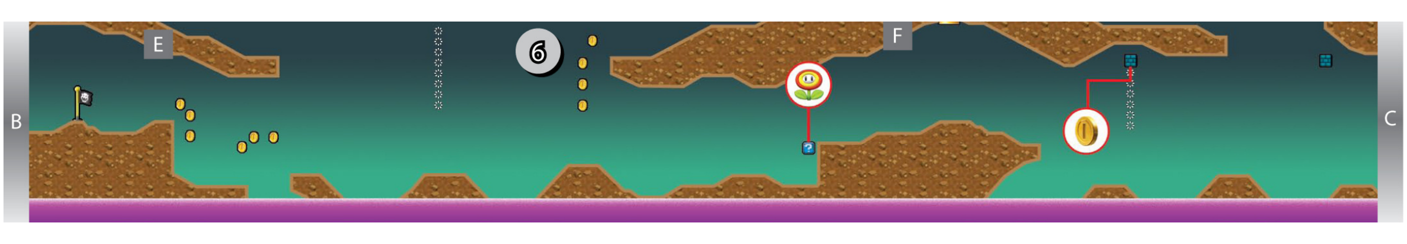
World 5-2

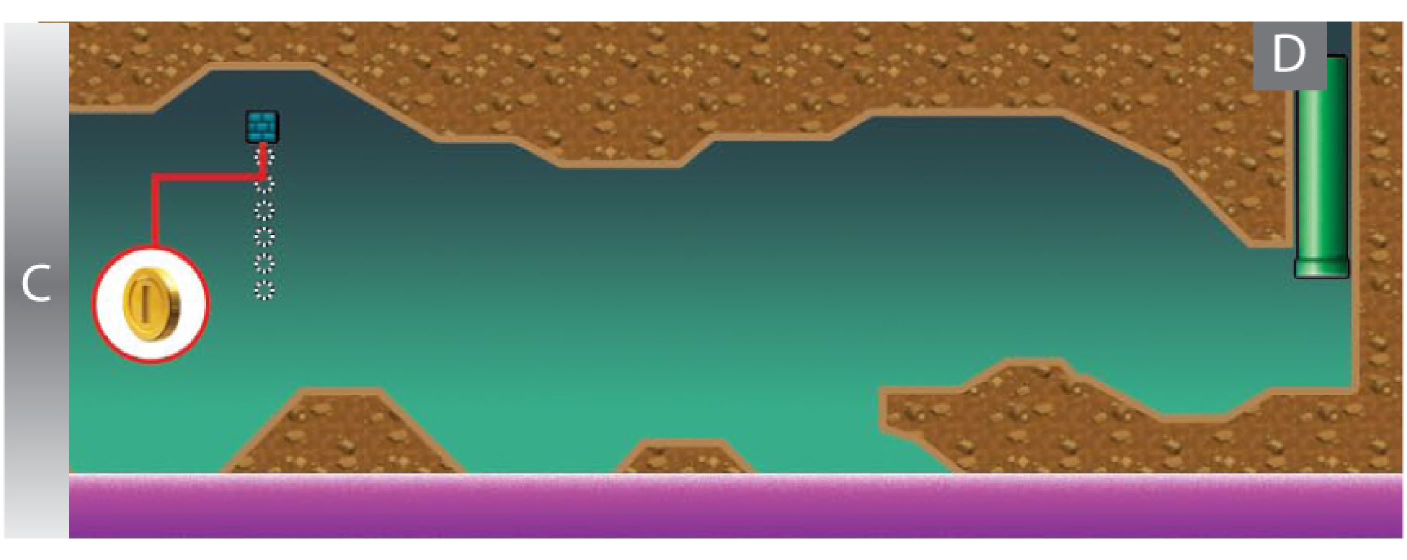


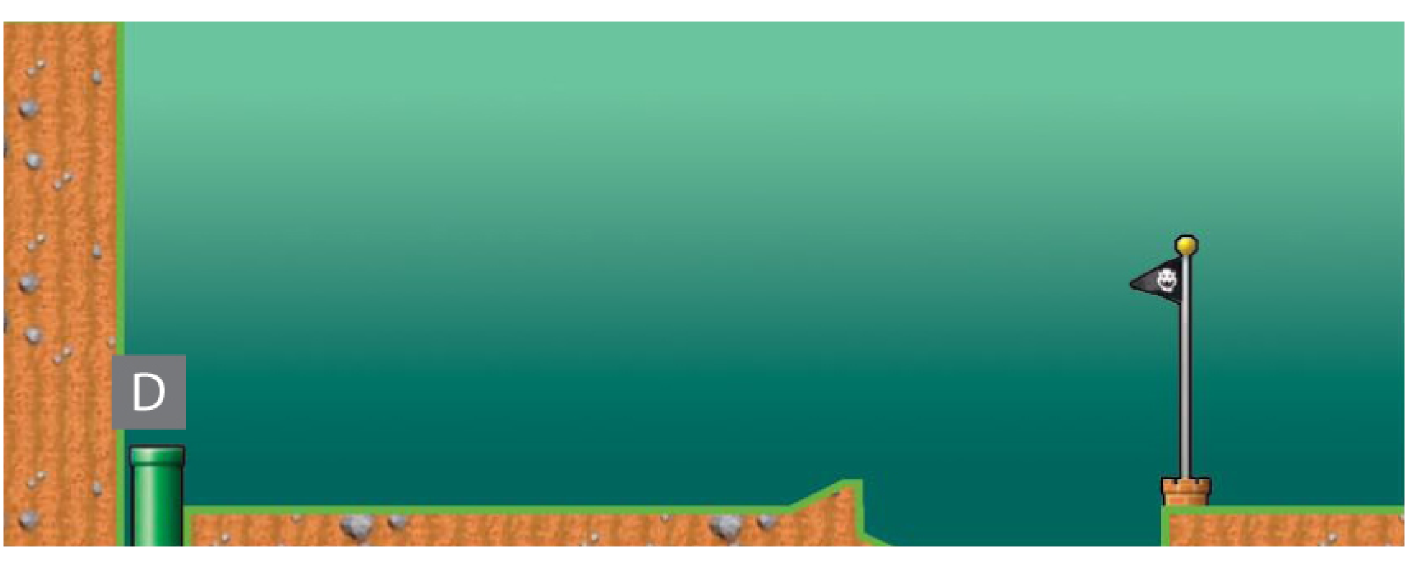


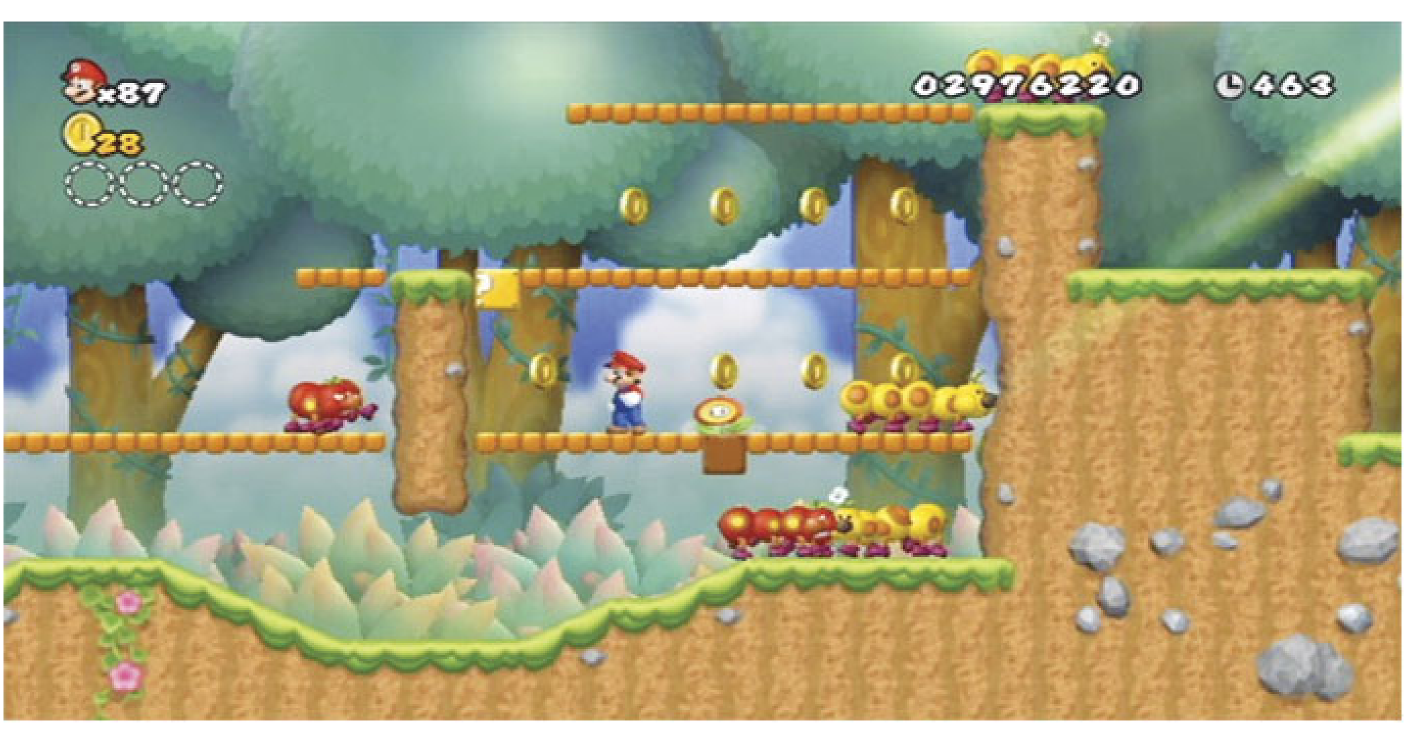




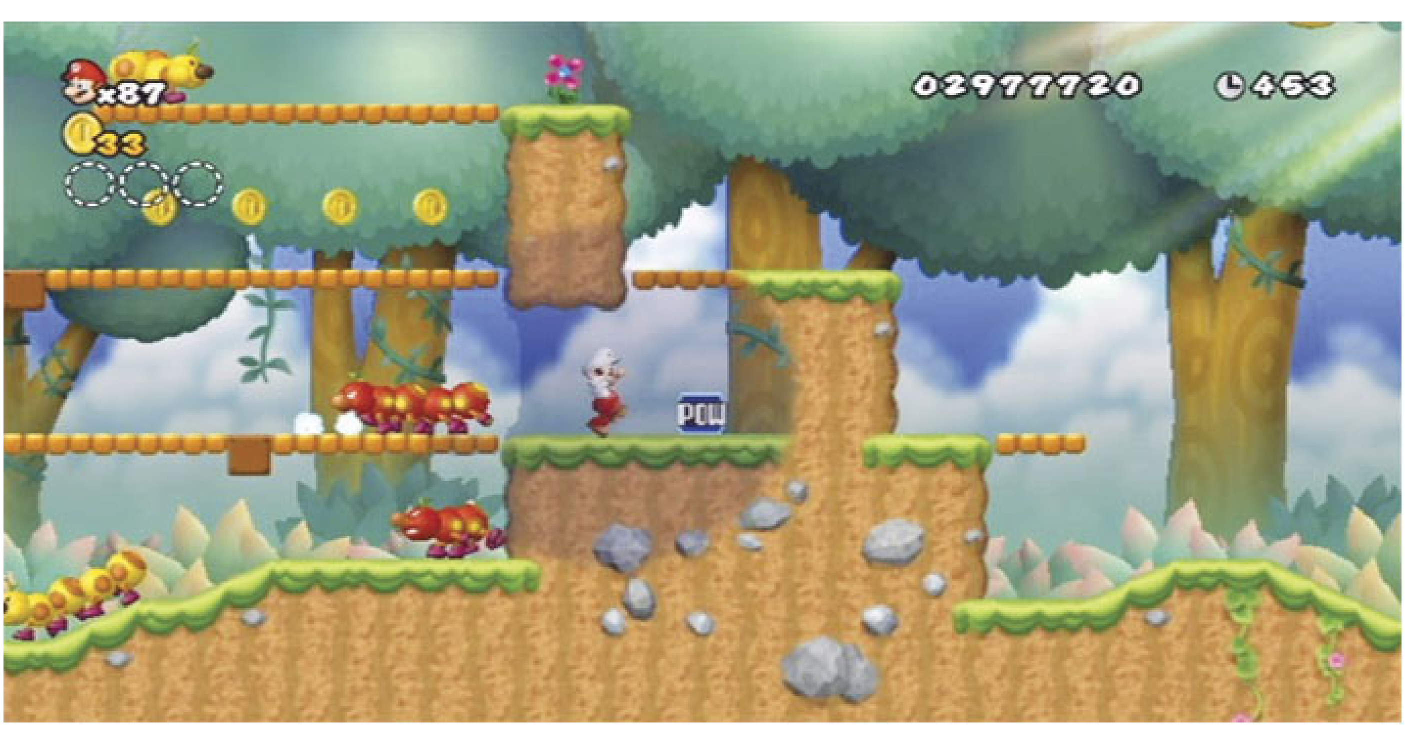






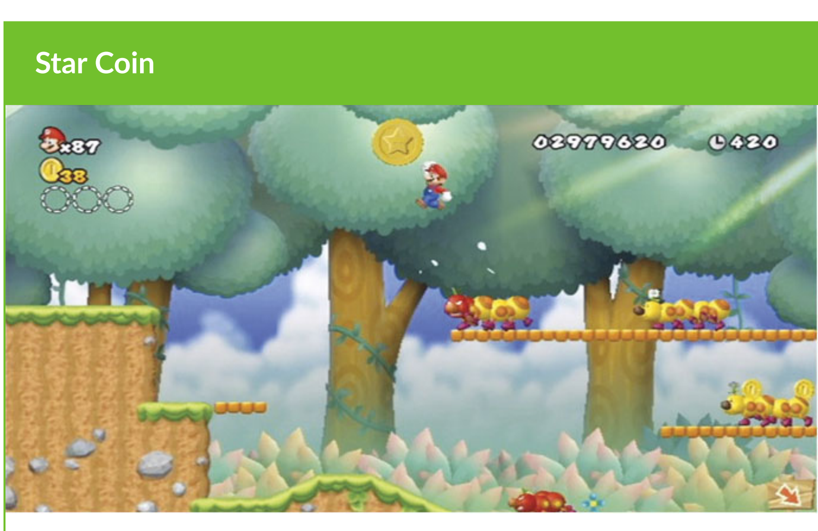


① Carefully sneak past the first few Wigglers at Point 1, then jump up through the yellow walkways overhead. Hit the ? Blocks as you go to grab a valuable power-up on the way up.



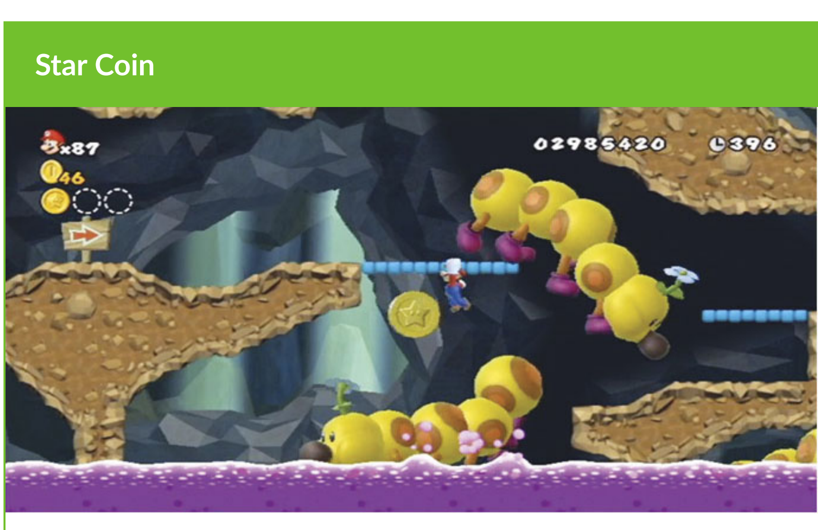
When you’re on the second yellow platform, make a right and explore the area to the right. It hides a secret niche with a POW Block! Use it to take out all of the Wigglers to the left of the secret niche.

Star Coin

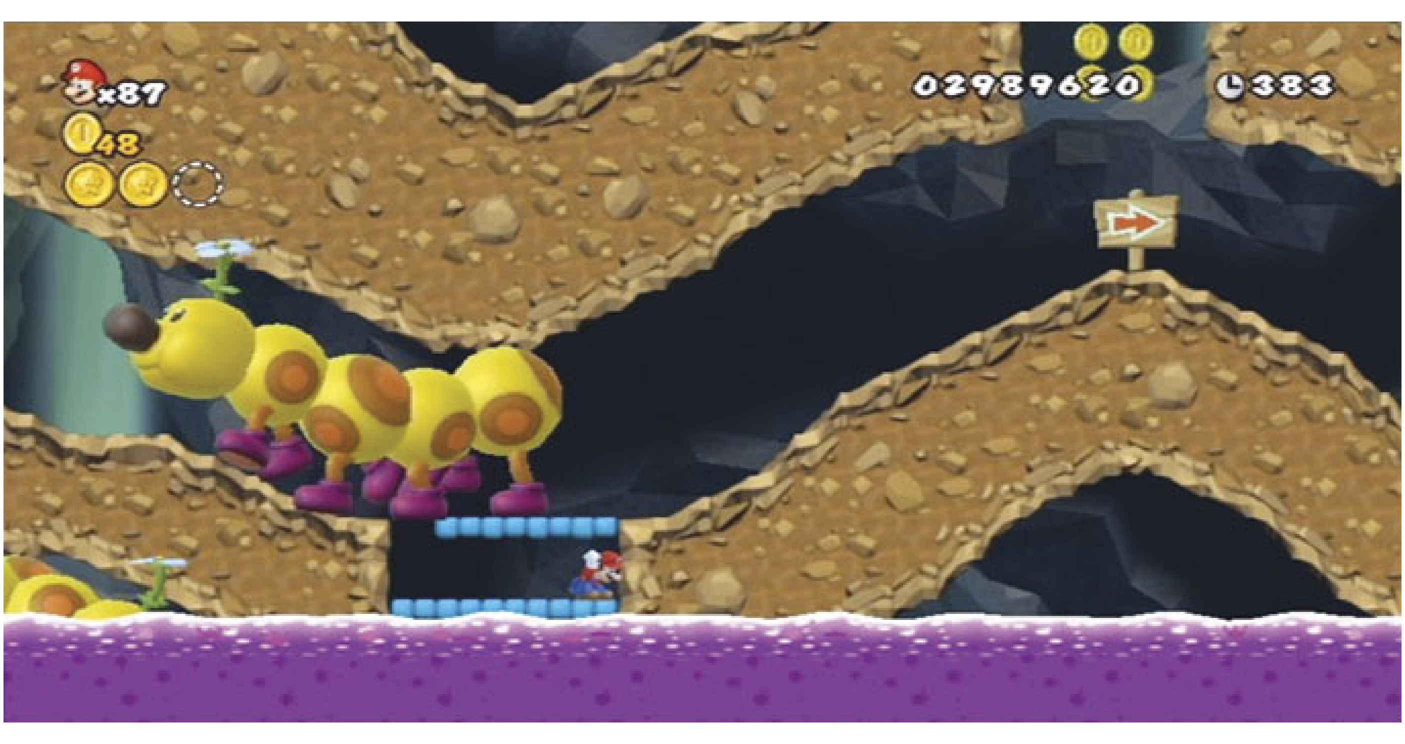


② To nab the first Star Coin, jump off the head of a Wiggler on the right or drop the POW Block nearby to make the Star Coin fall.

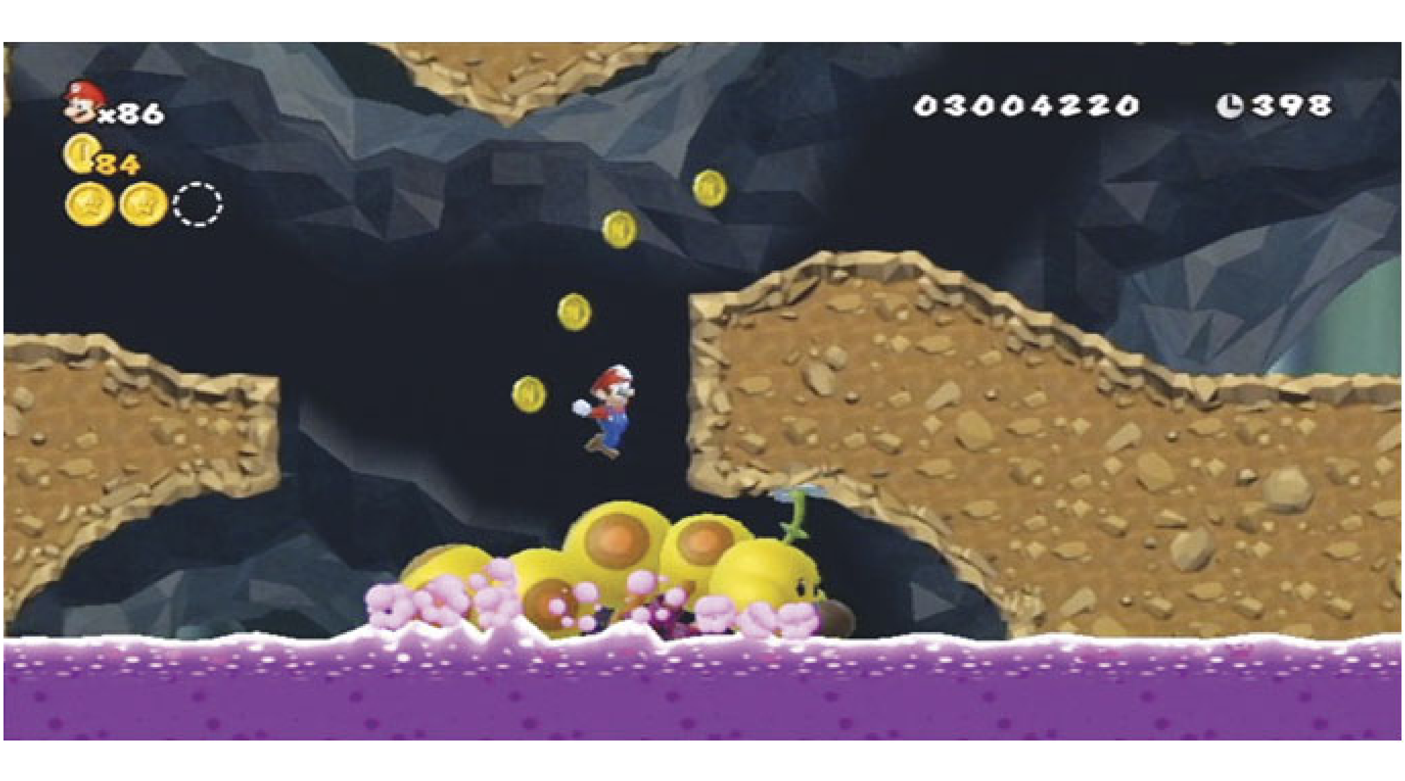
Star Coin



③ The second Star Coin is floating above the purple goo. To reach it, wait for a Big Wiggler to come trundling along from the right, then hop on top of it. Ride the Big Wiggler as it scurries to the left and jump up to reach the Star Coin just as you pass underneath it.

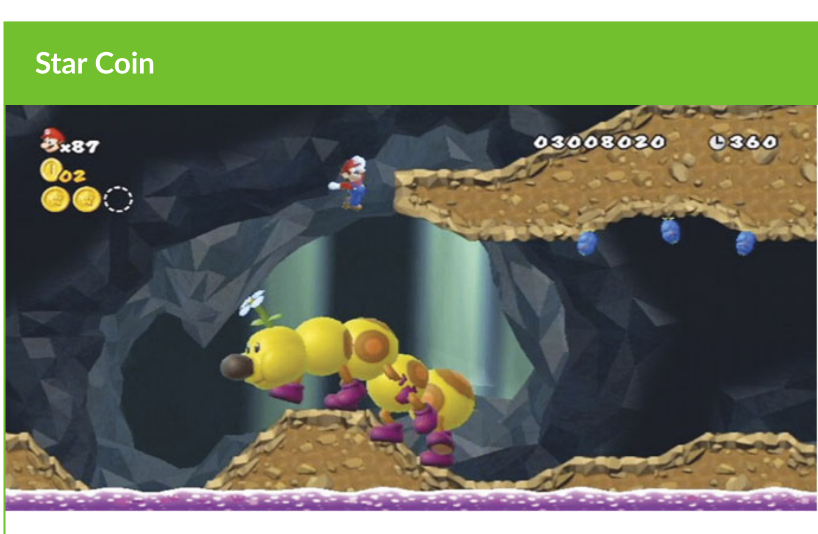


④ Duck into the small holes in the ground to allow the Big Wigglers to pass you by.

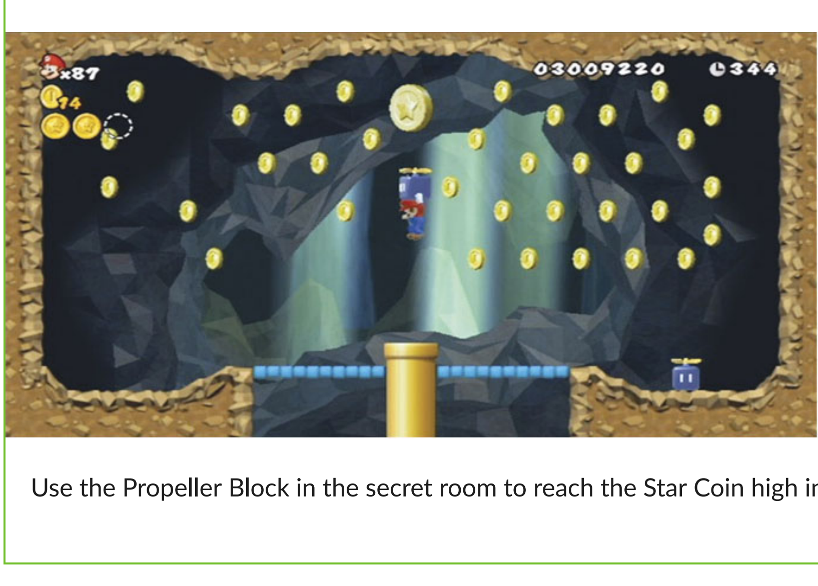


⑤ Wait for a Big Wiggler to crawl out of the purple muck below to bounce on it and cross the chasm.

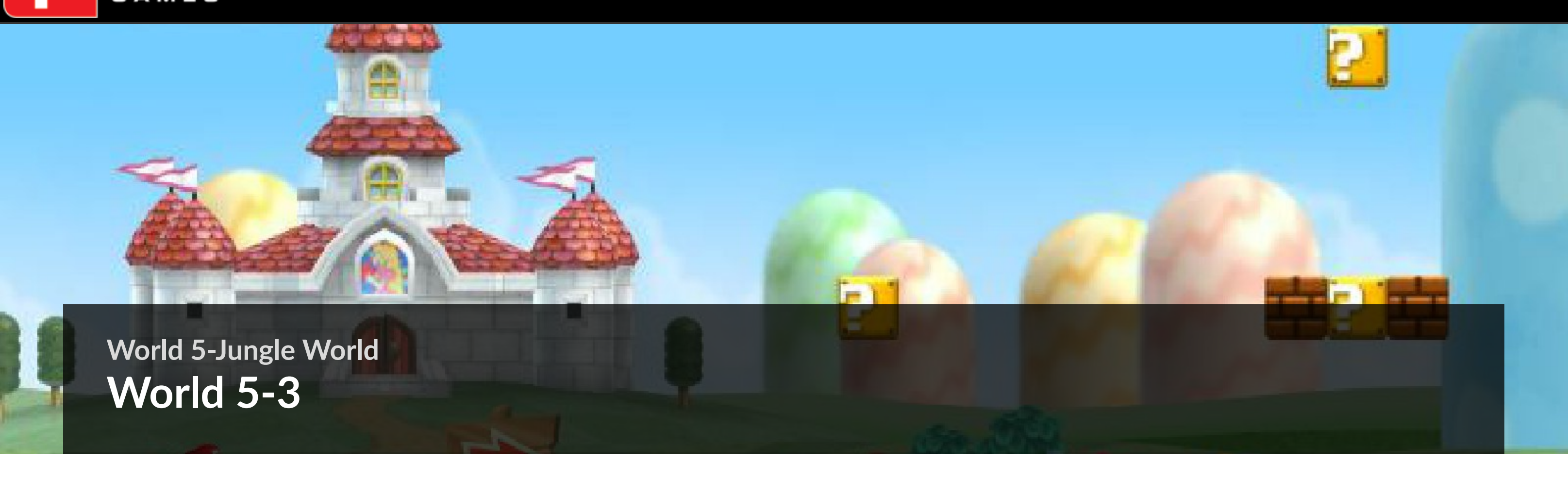
Star Coin



⑥ Jump off the Big Wiggler’s head at Point 6 to reach the ledge high above the ground. Run right to access a secret area with the final Star Coin!

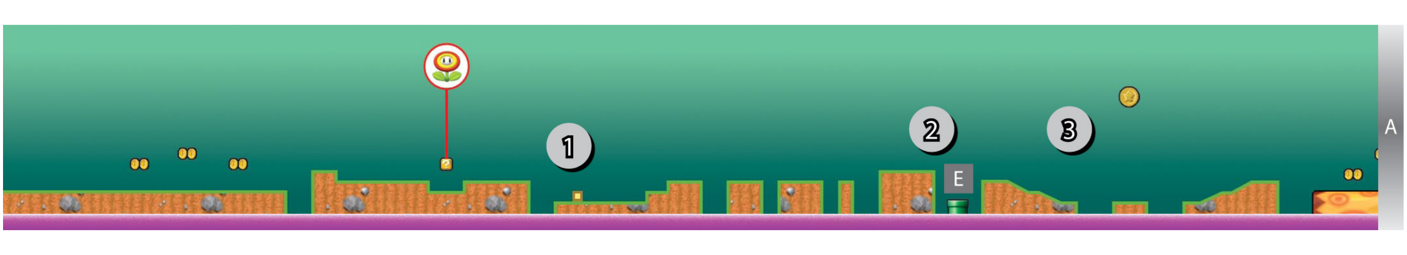


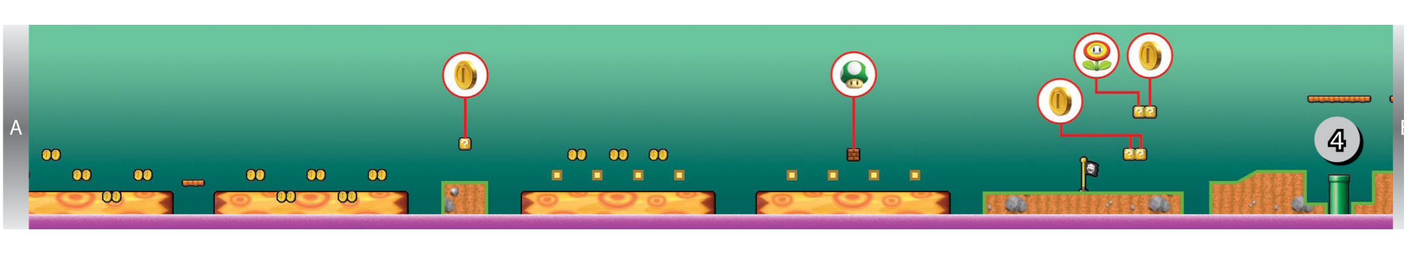
Use the Propeller Block in the secret room to reach the Star Coin high in the air.

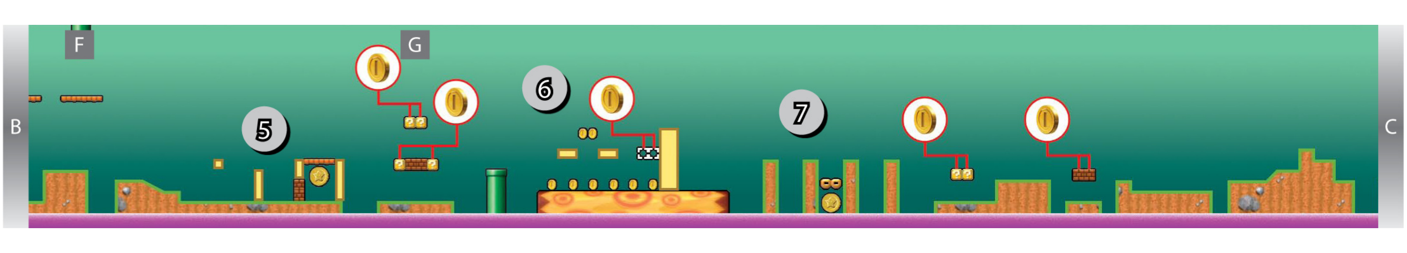


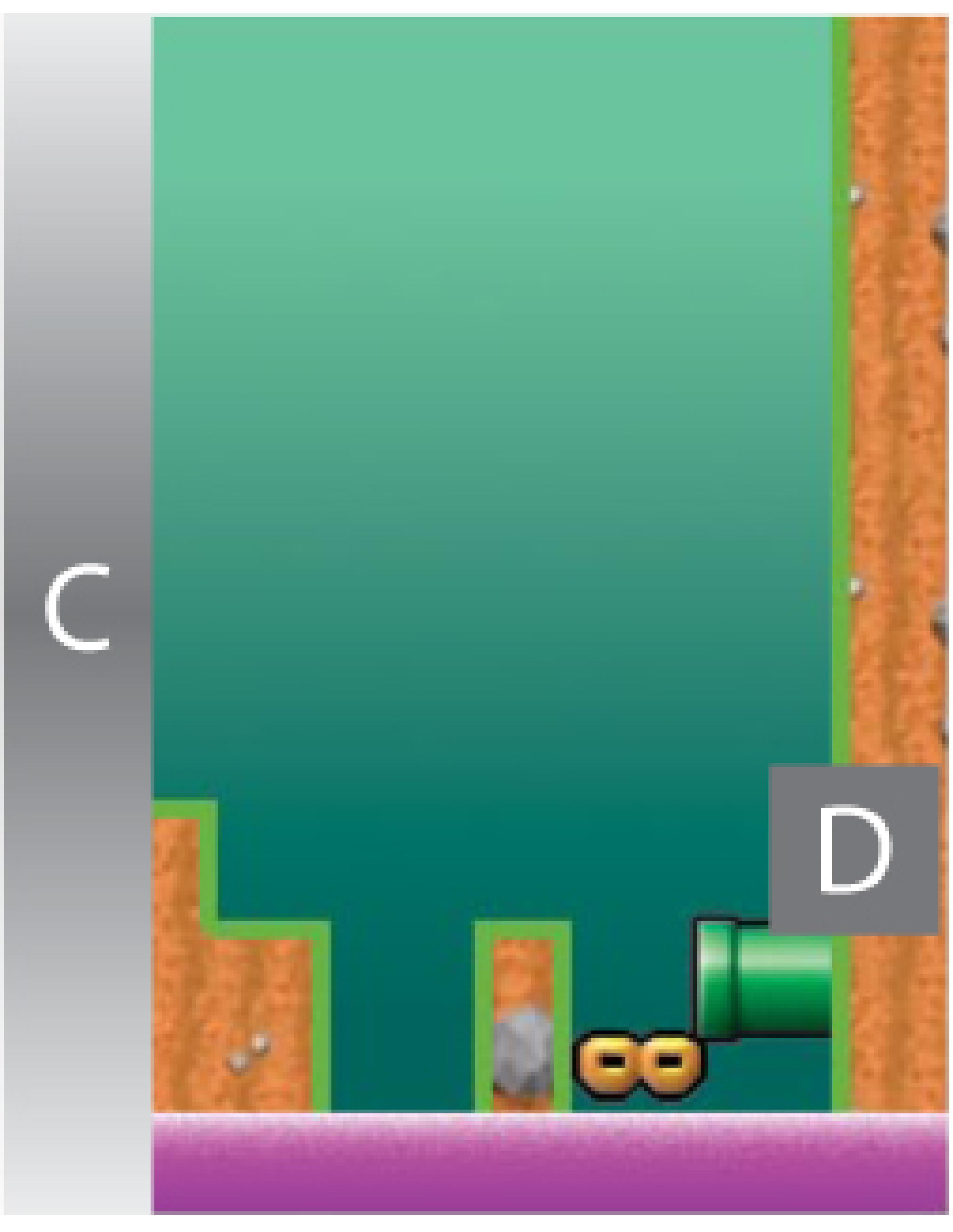
World 5-Jungle World

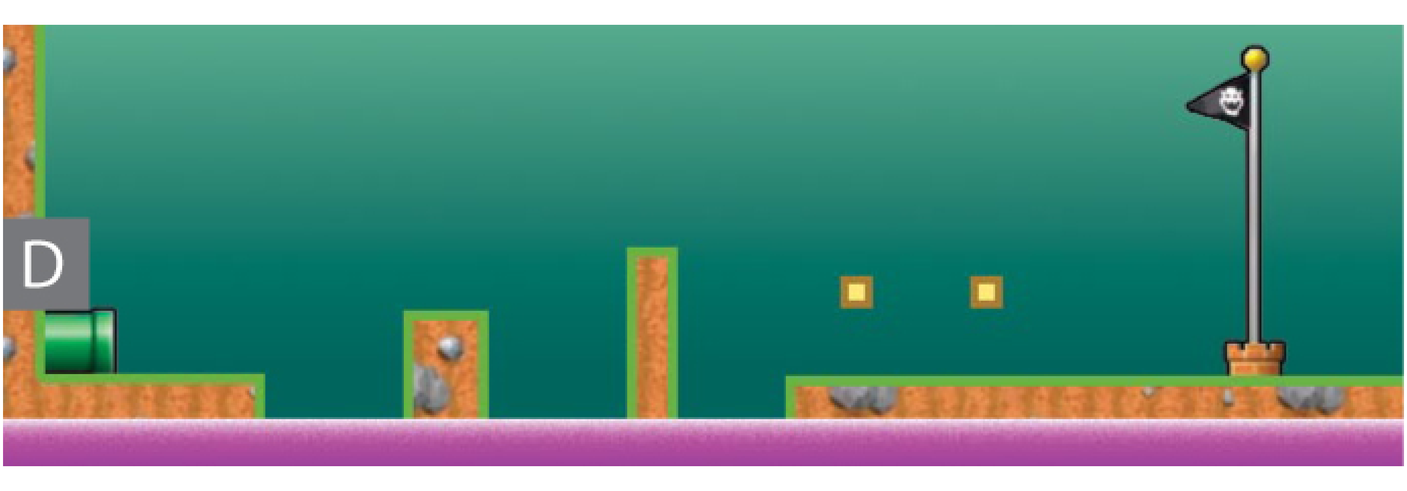
World 5-3

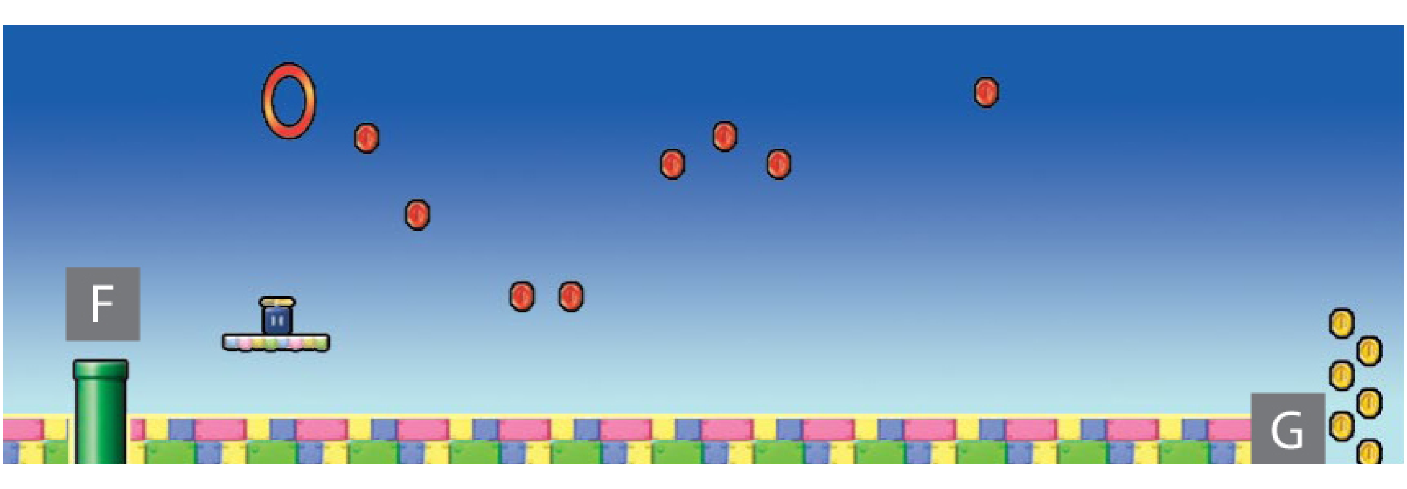


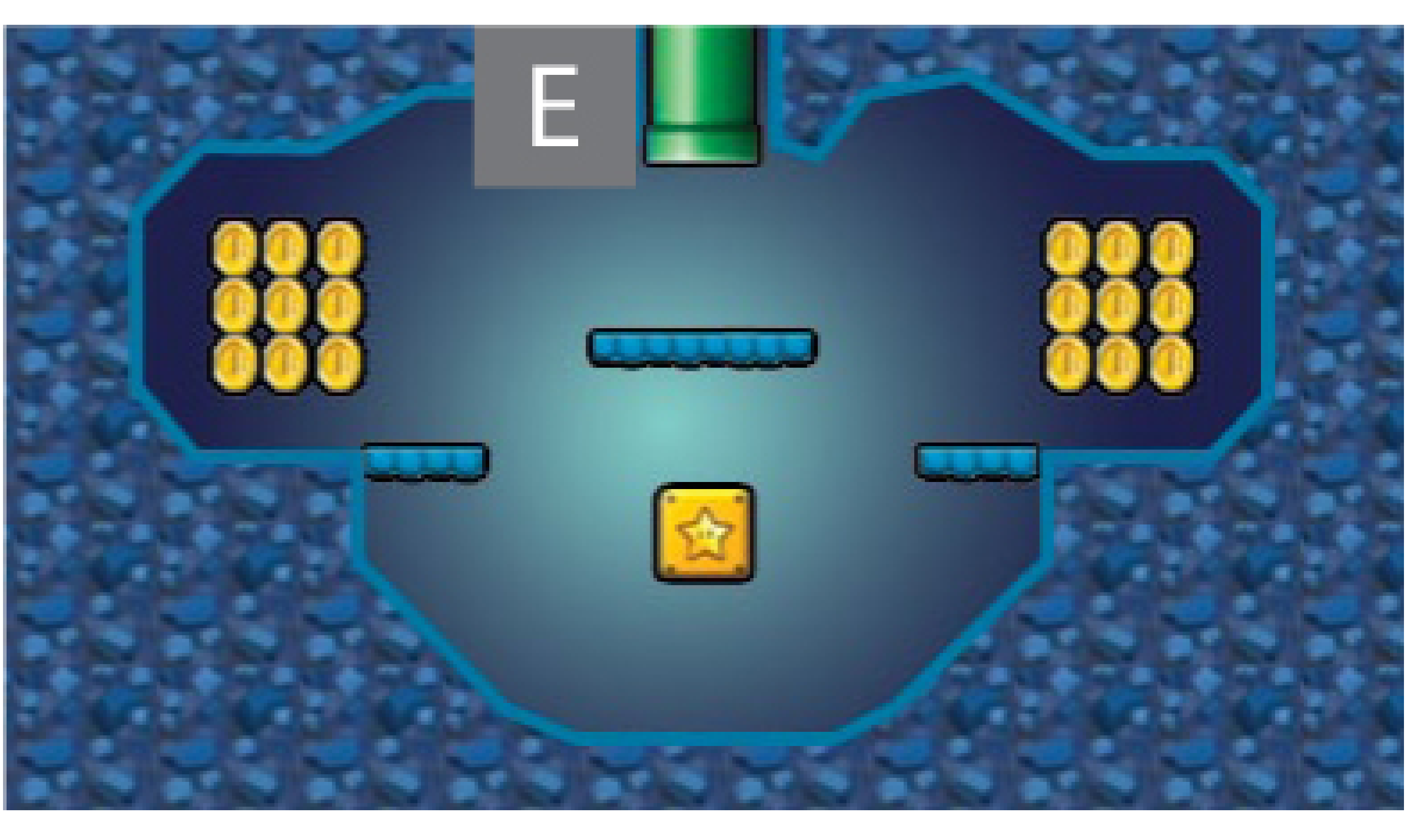


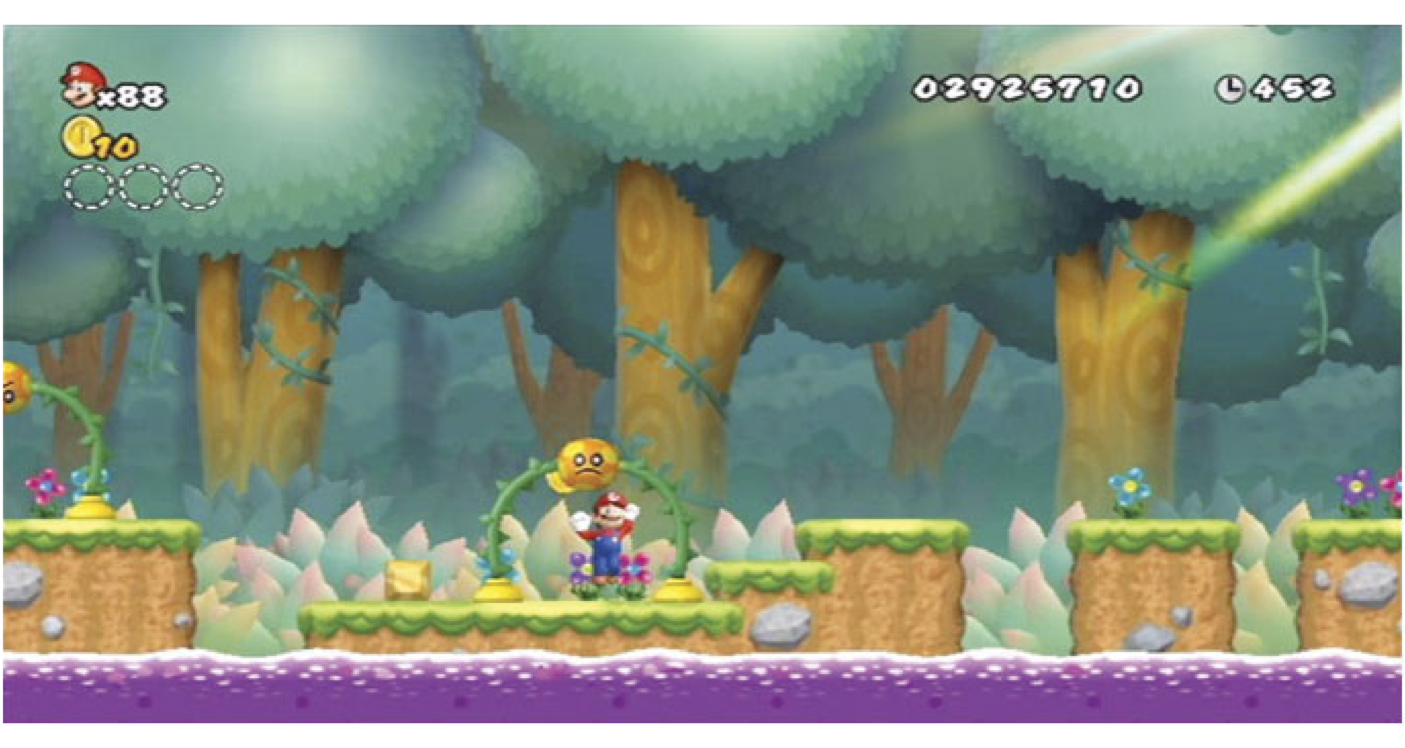








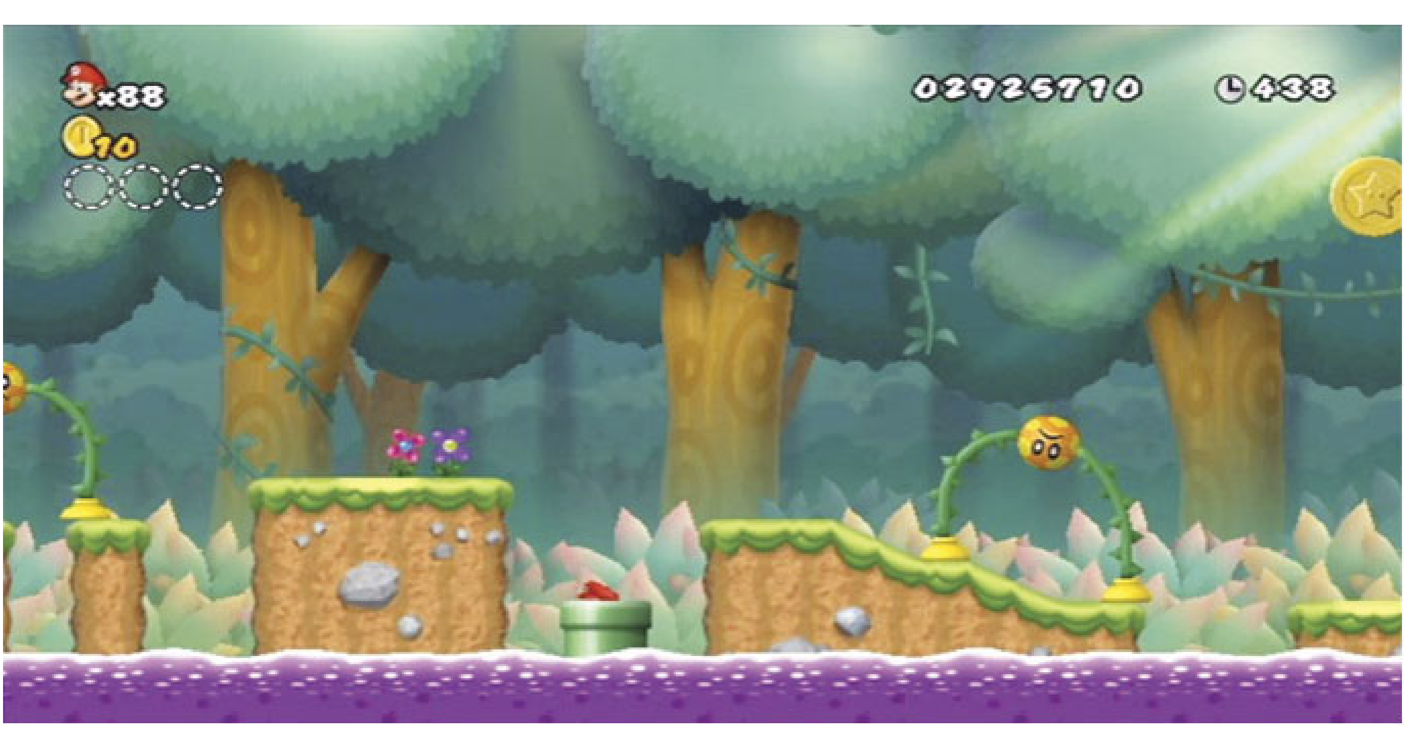




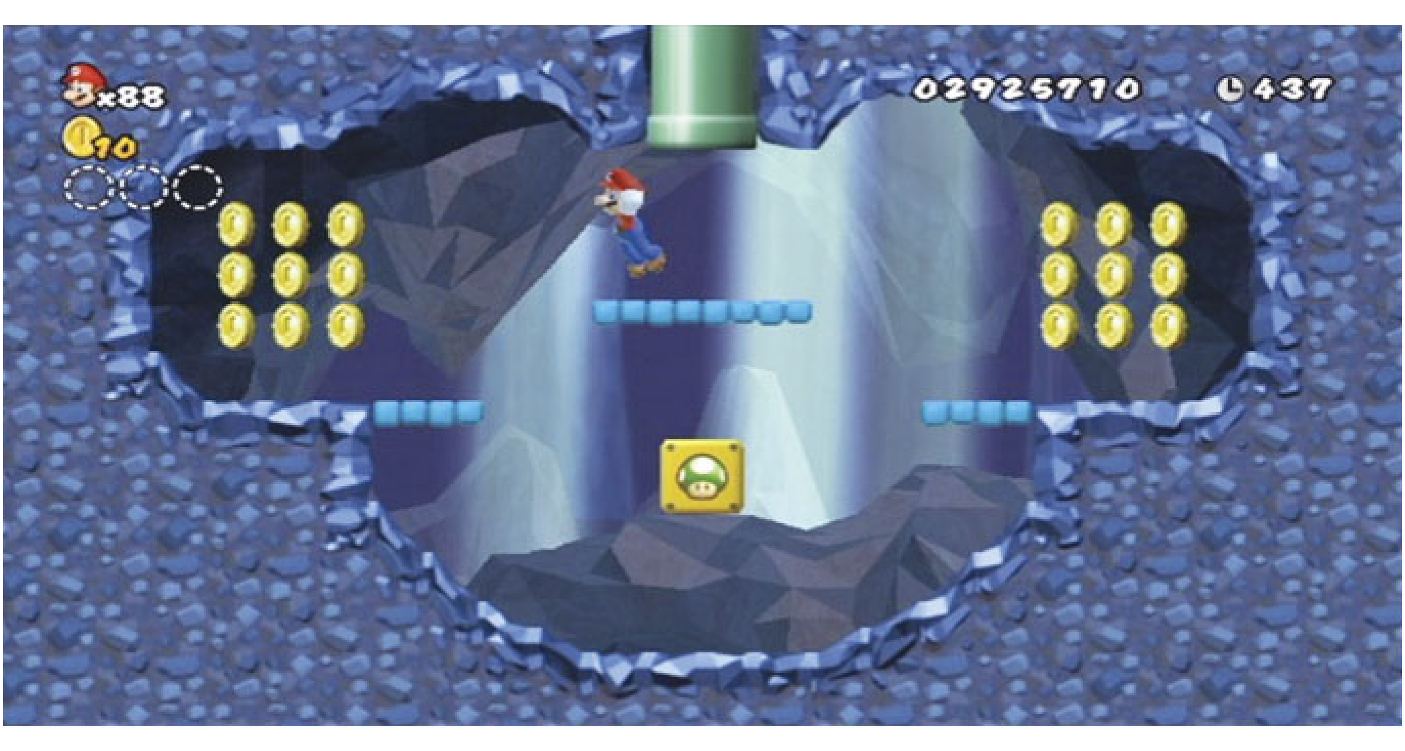
① The Bramballs on this level are very easy to deal with as long as you don't try to rush things. Wait for them to lift one of their two legs to reposition it, then sneak underneath them. While their head is over your head, hit it from below to make it reposition itself. To destroy it, you must hit it from above.

Caution

Don't touch the purple water on this level! It's like lava; one touch and you're done for.

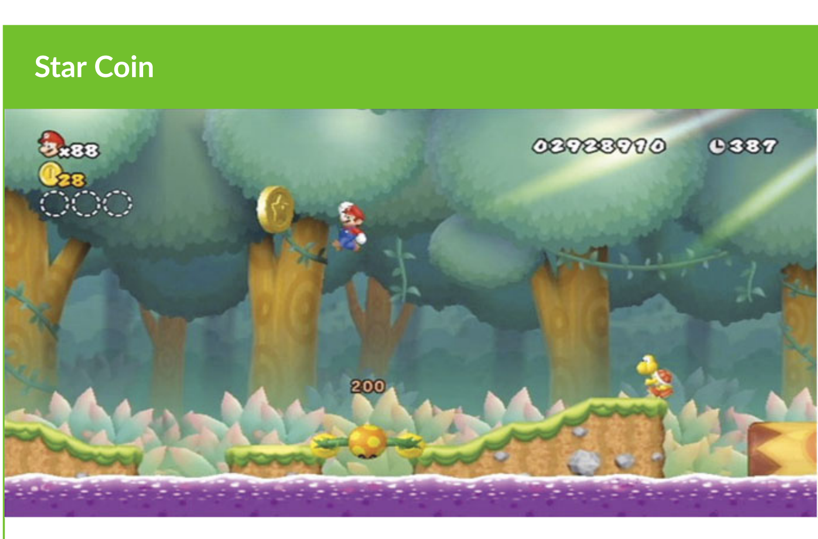


② Go down the pipe at Point 2 to enter a room with a Roulette Block.



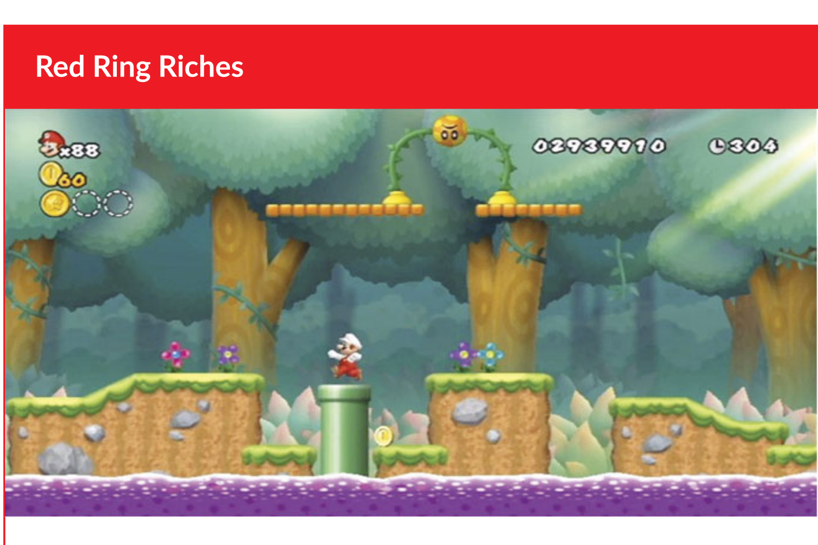
Grab your free power-up, pocket the nearby coins, then high-tail it back up the pipe to continue on your journey.

Star Coin

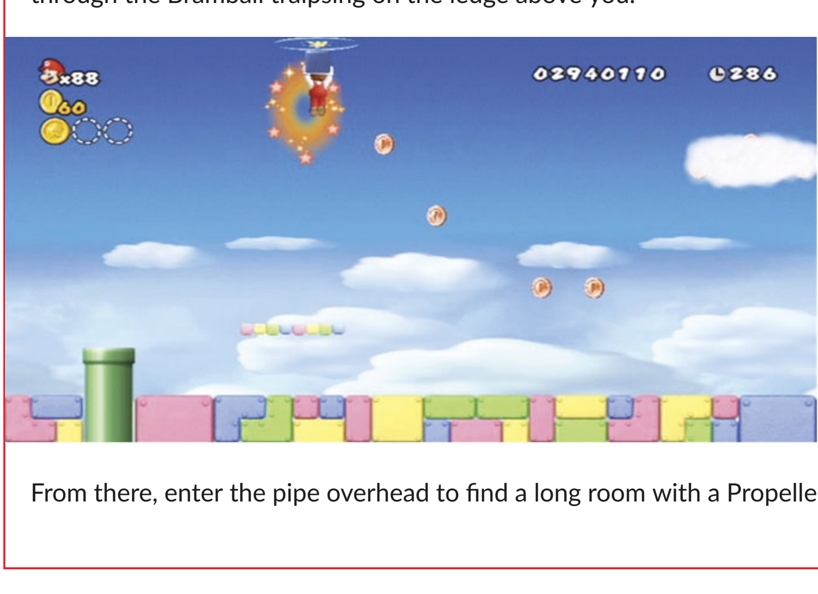


③ Snatch the first Star Coin by bouncing off the top of a Bramball's head!

Red Ring Riches

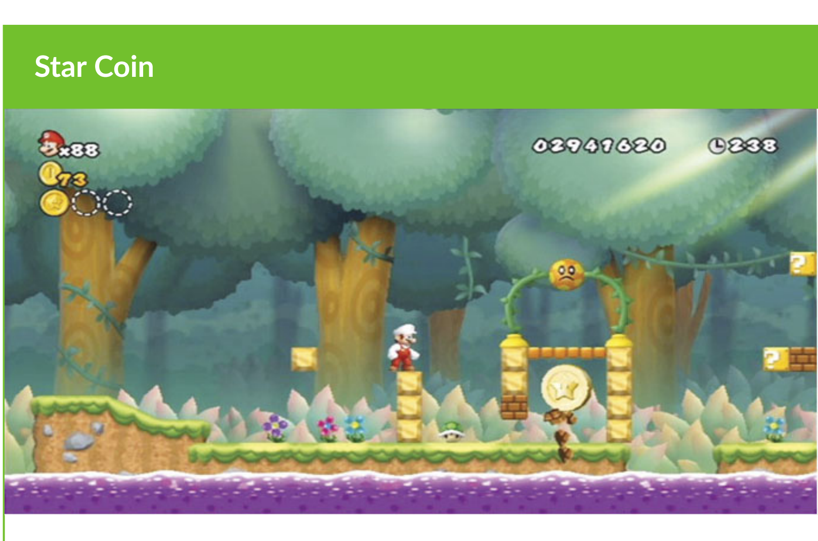


④ Eliminate the Bramball covering the pipe at Point 4, then get into the pipe. It'll shoot you out and send you flying through the Bramball traipsing on the ledge above you.

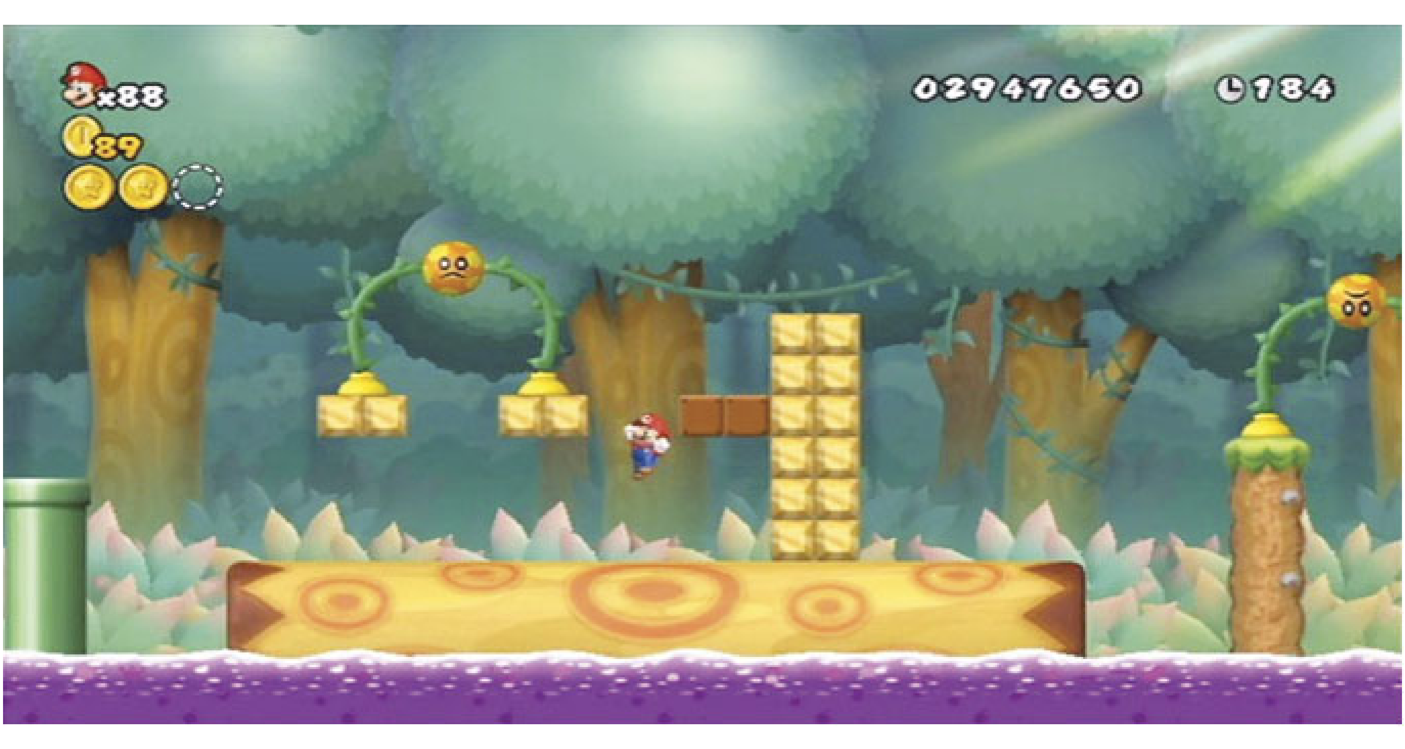


From there, enter the pipe overhead to find a long room with a Propeller Block and the Red Ring!

Star Coin

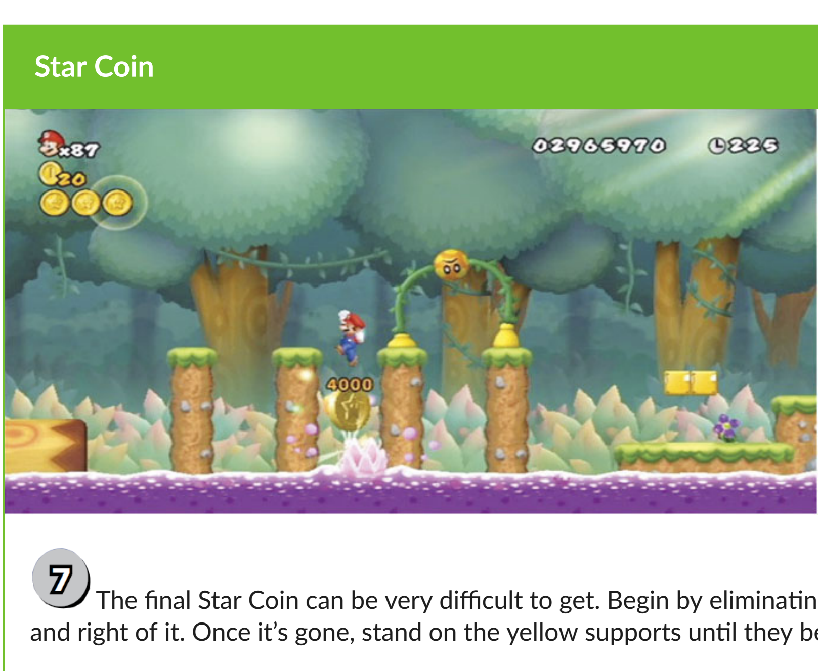


⑤ To get the Star Coin at Point 5, grab the green Koopa's shell and toss it at the bricks blocking the Star Coin. Kick the bouncing shell away to get rid of it, then slide underneath the break in the bricks to reach the Star Coin.



⑥ Expose the two Invisible Blocks at Point 6 to coax the Bramball into moving out of place. When it does, jump up from the rolling log onto the blocks above you, then eliminate the Bramball by bouncing on its head.

Star Coin



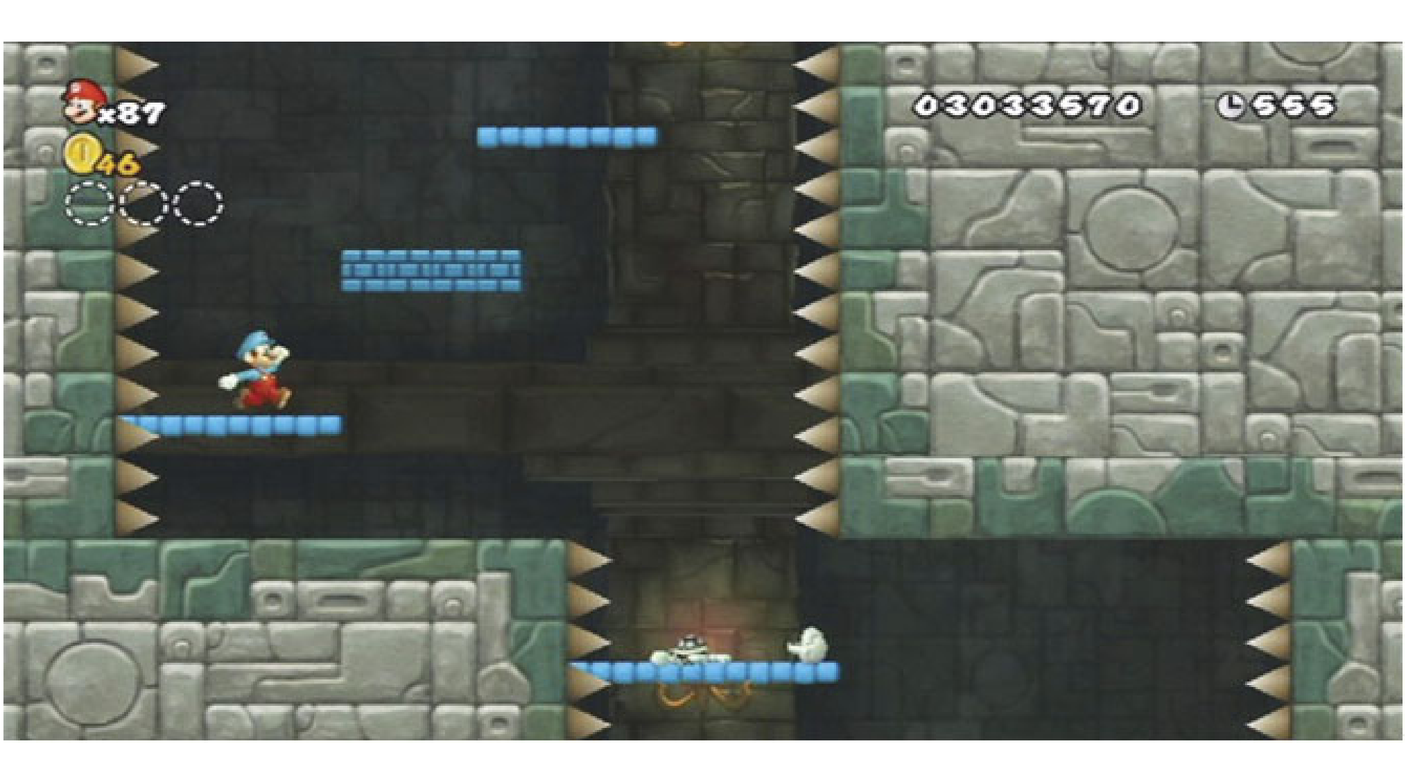
⑦ The final Star Coin can be very difficult to get. Begin by eliminating the Bramball standing on the columns to the left and right of it. Once it's gone, stand on the yellow supports until they begin to shake and let them fall.

As soon as you fall and grab the Star Coin on the way down, Wall-Jump back up to the top of the columns. This can also be done while the Bramball is still overhead, but you'll have to time it so that you don't hit the enemy on the way out of the small gap.

World 5-Jungle World

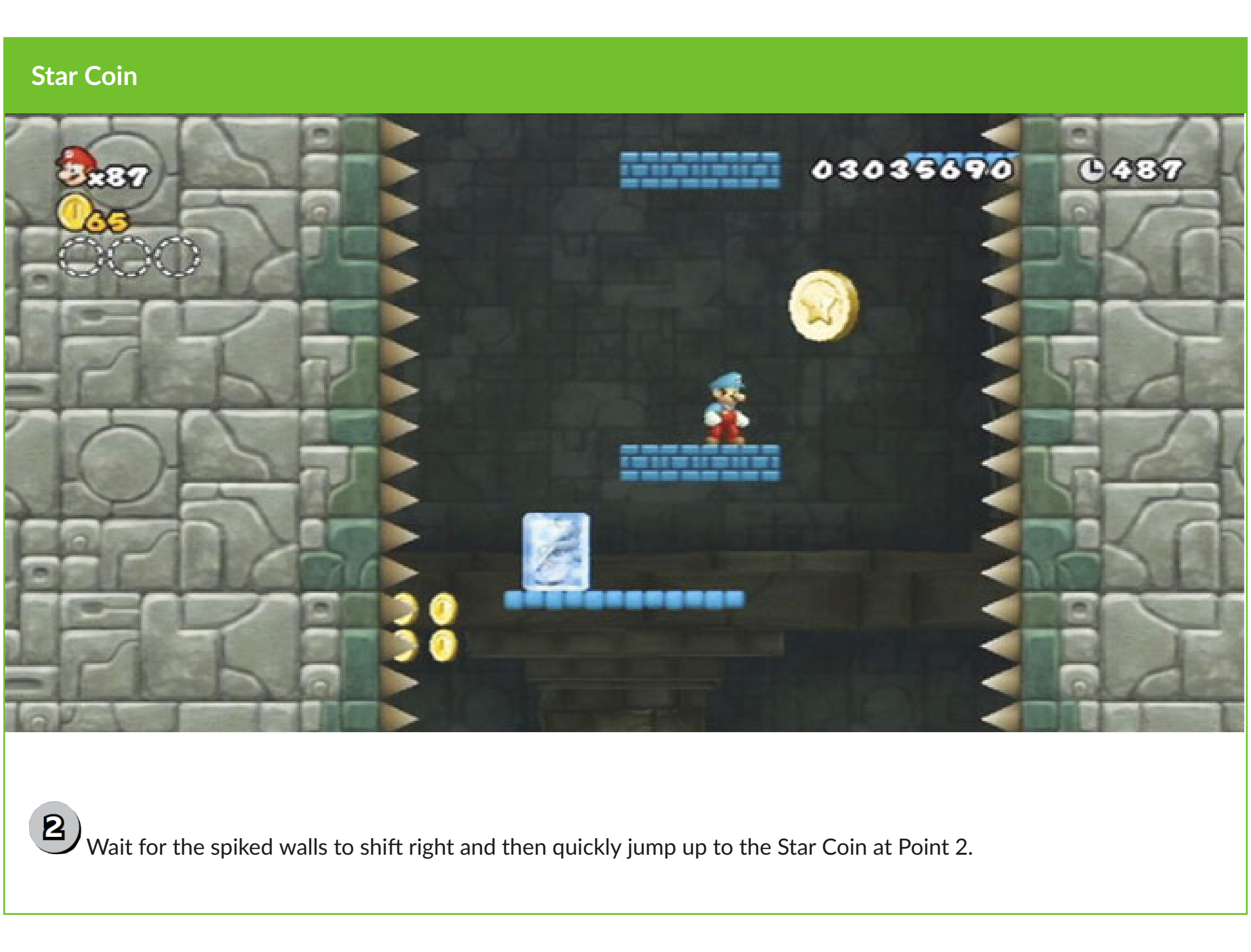
World 5-Tower

A
5
4
3
2
1
B
B
6
A

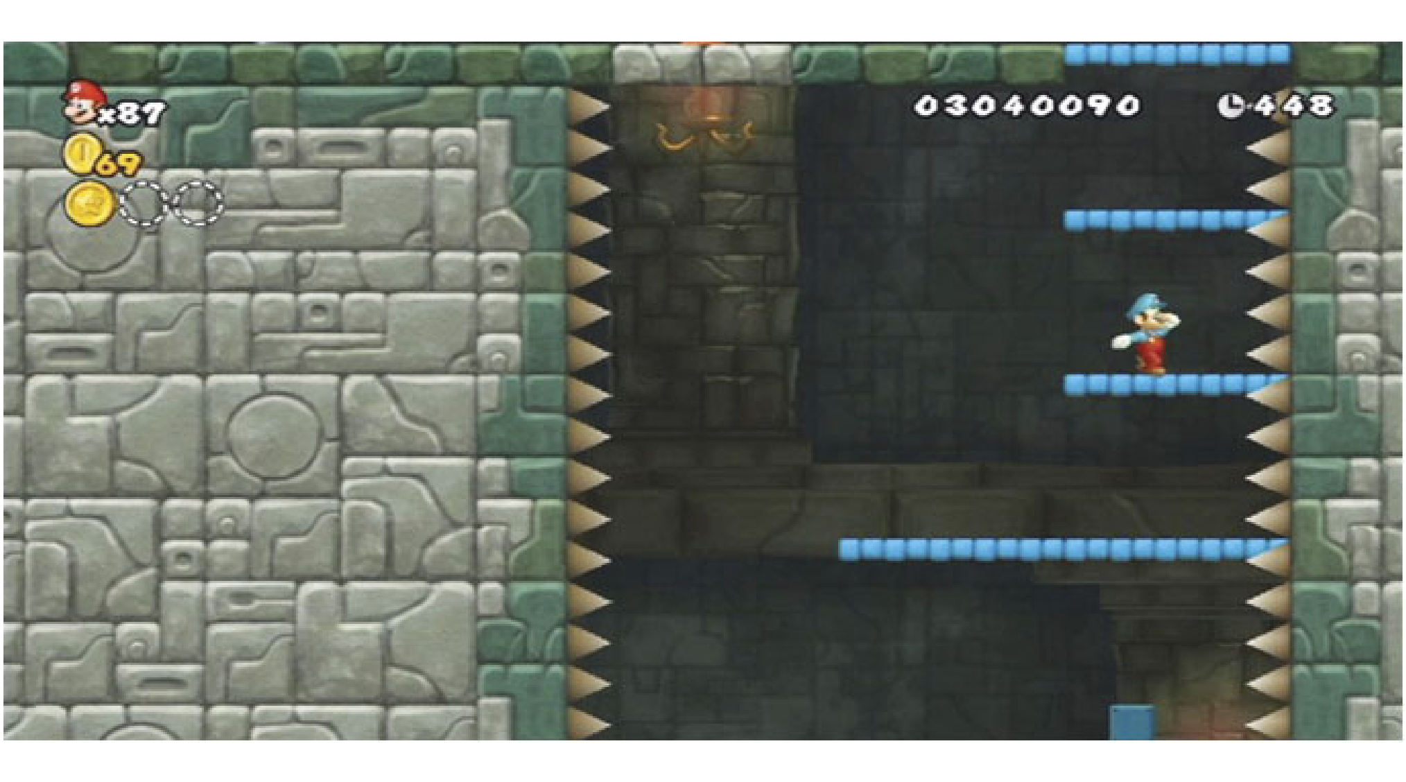


① The key to making it all the way up the World 5-Tower is to move left and right along the platforms as the spiked walls shift left and right. If they go left and you go right, or vice versa, you'll meet with a horrible end. At Point 1, jump left, onto the top of the left spiked wall, then quickly leap onto the platforms overhead.

Star Coin

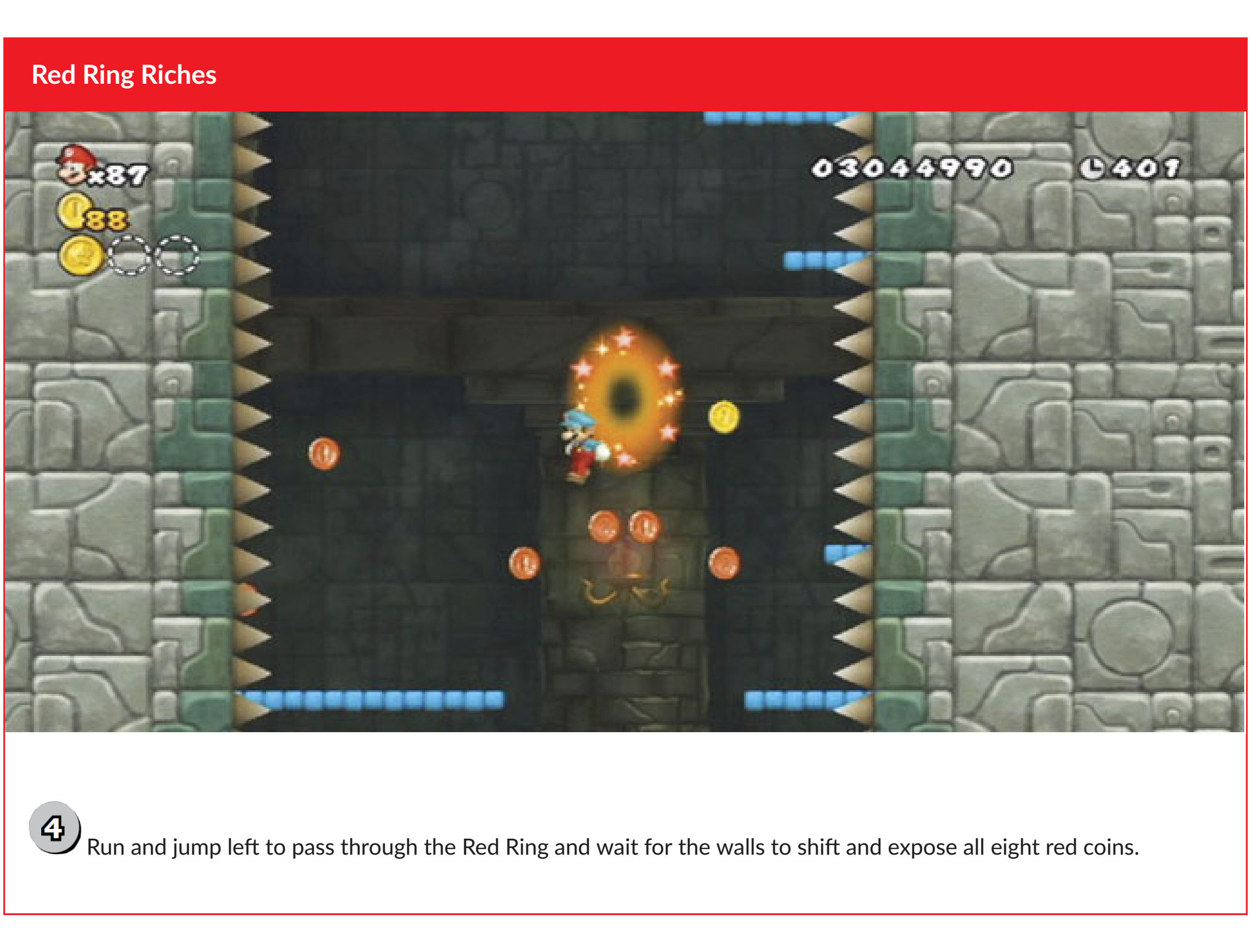


② Wait for the spiked walls to shift right and then quickly jump up to the Star Coin at Point 2.



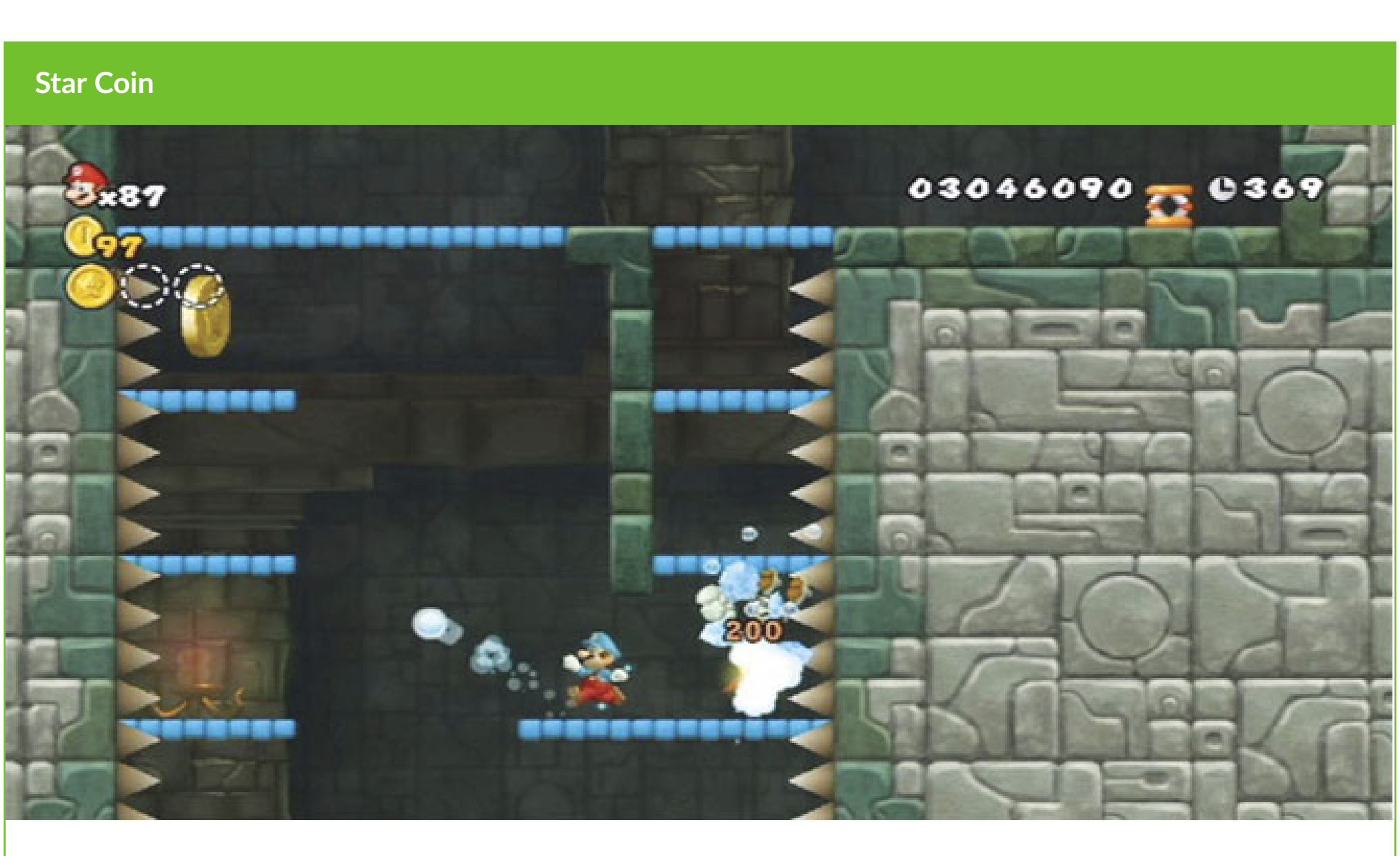
③ At Point 3, let the walls shift to the right to expose a series of three small blue ledges that lead up to the next part of the level.

Red Ring Riches



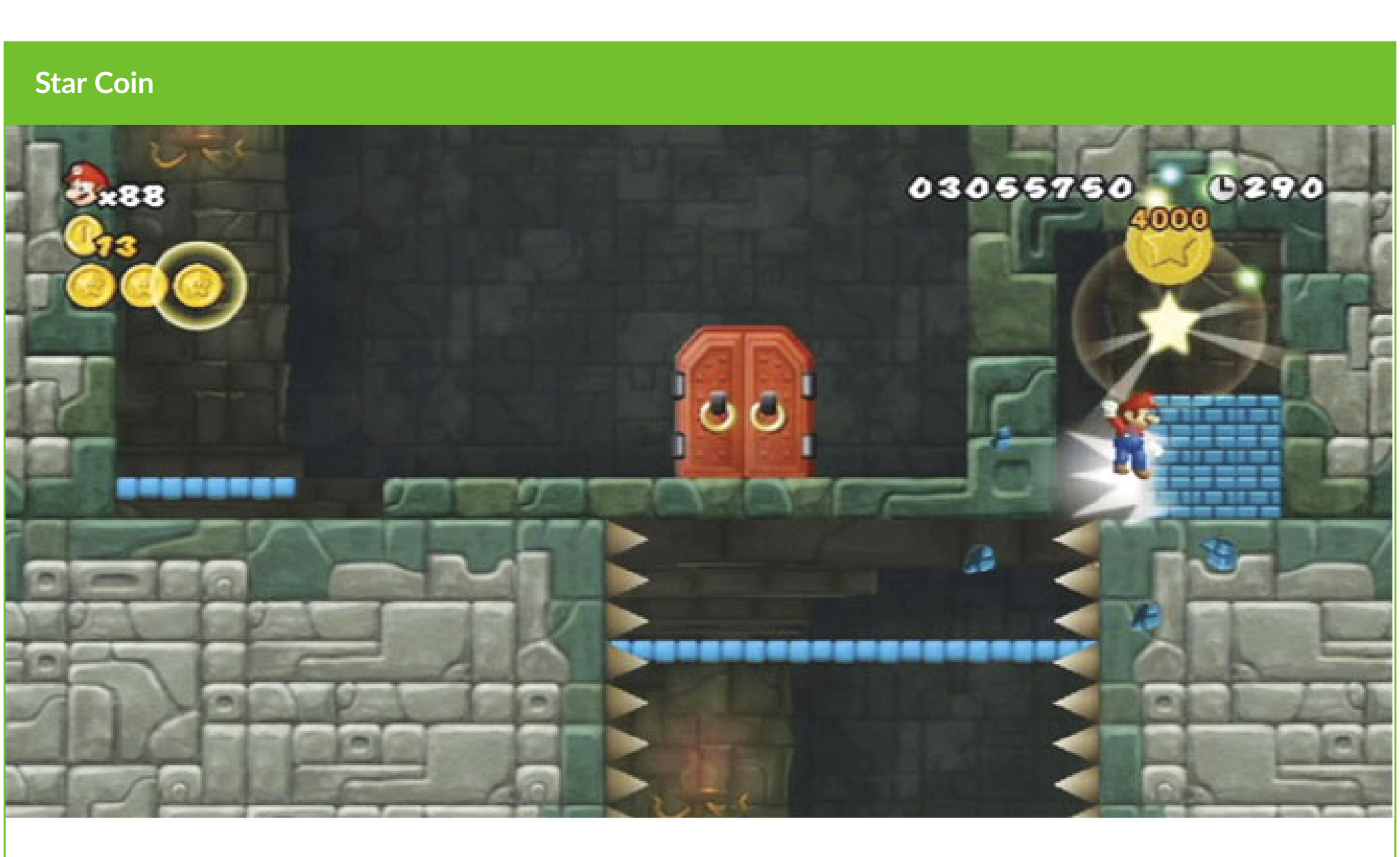
④ Run and jump left to pass through the Red Ring and wait for the walls to shift and expose all eight red coins.

Star Coin



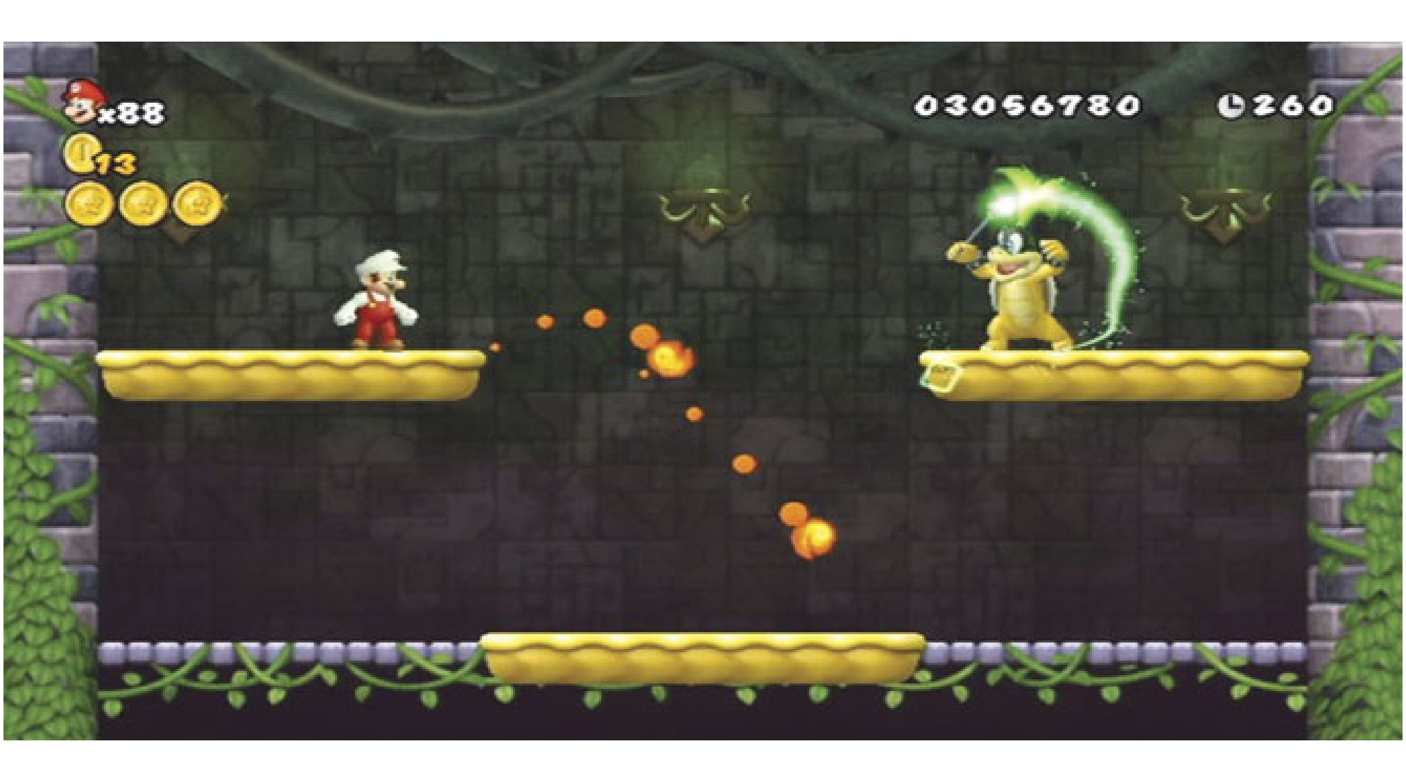
⑤ At Point 5, stand on the right ledge and wait for the walls to shift to the left. As they do, run and jump left onto the blue ledge that slowly becomes exposed. Jump up the next few ledges above you to grab the next Star Coin.

Star Coin

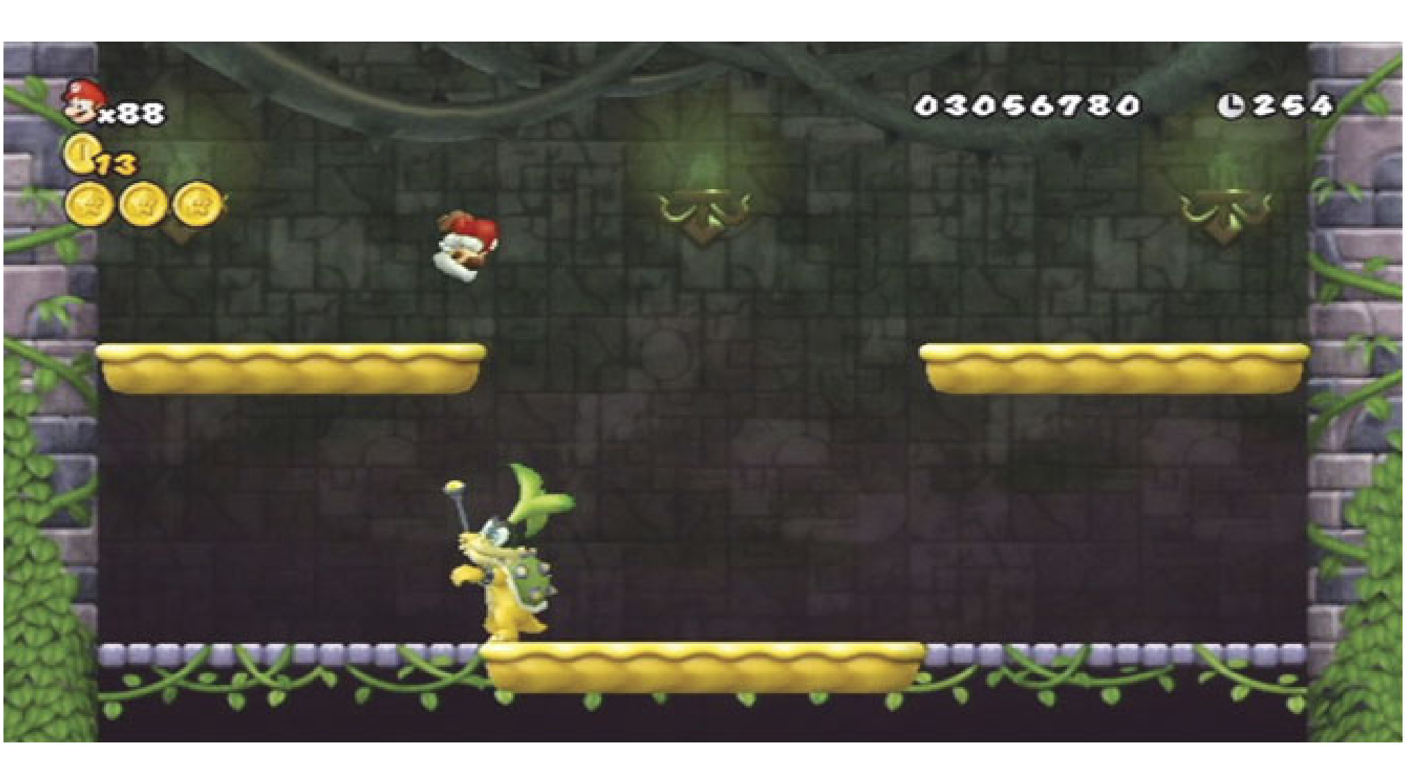


⑥ The final Star Coin is inside a small chamber to the right of the door leading to the boss battle. Follow the spiked walls as they shift right, then quickly break the bricks overhead. Break through one or two rows of bricks, then Wall-Jump up the remaining bricks to grab the final Star Coin.

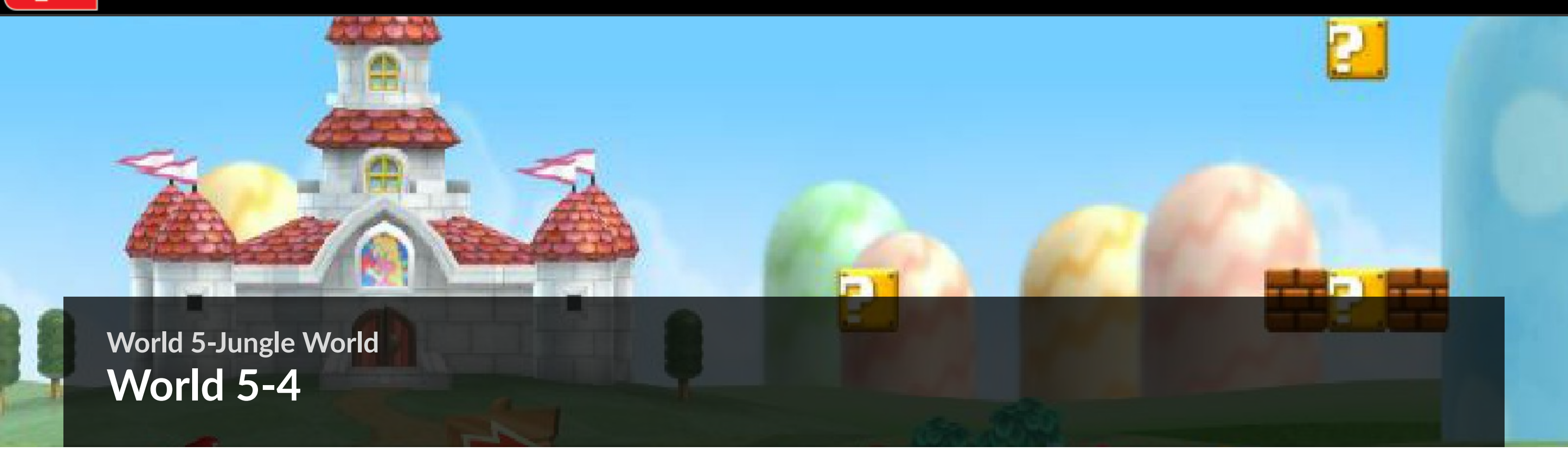
Boss Battle



Iggy Koopa is a rather odd Koopa. He wields a wand just like his other troublesome siblings but isn't quite as dangerous. During this battle with Iggy, he jumps across three yellow platforms that rise and fall constantly. While the center platform rises, the other two fall. When the two platforms on the sides rise, the center one falls.

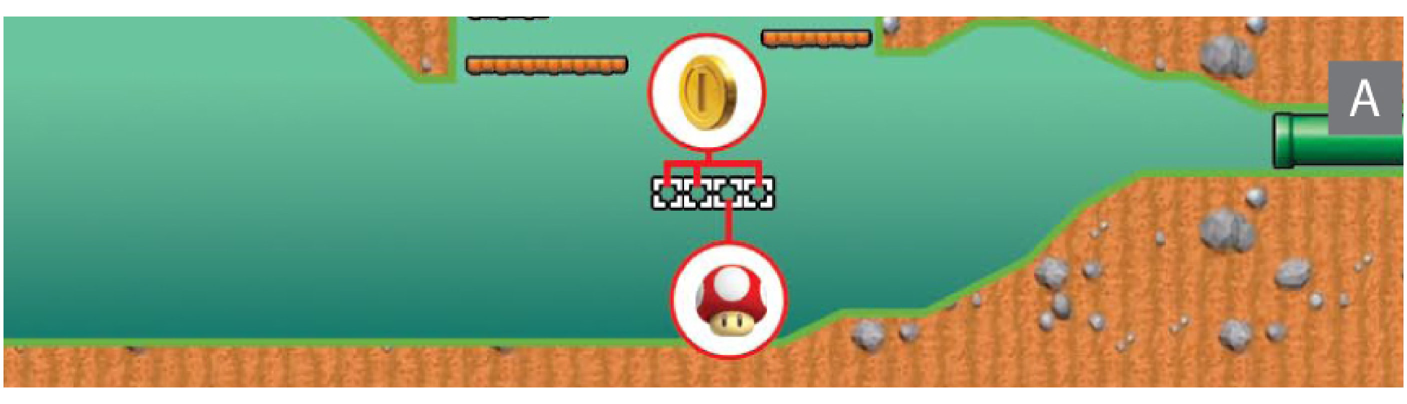


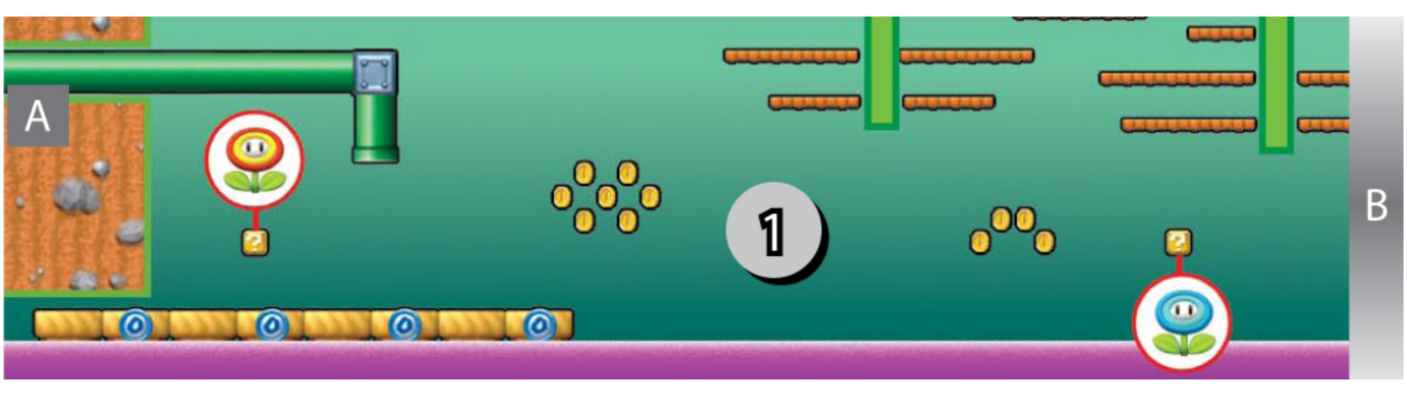
This allows you to always have the advantage over Iggy. Jump across the platforms so that you're always above his head and able to dodge his magic projectiles. As soon as Iggy's platform drops, jump off your raised platform and pounce on his head! When he retreats into his shell and begins bouncing around, stay on the move! The platforms will rise and fall just in time for the shell to transfer from one platform to another. Repeat this process two more times to beat Iggy.

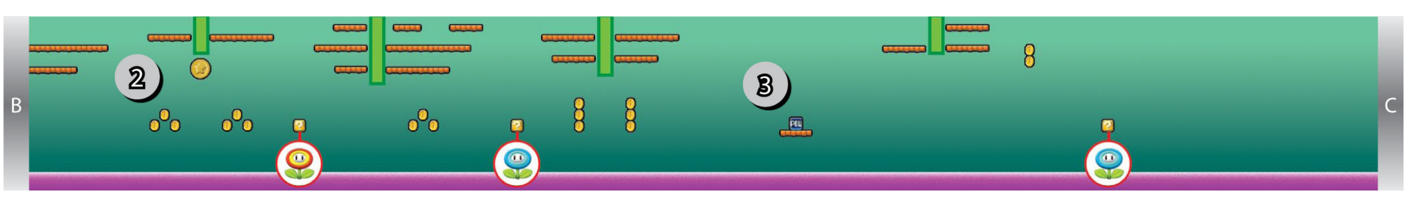


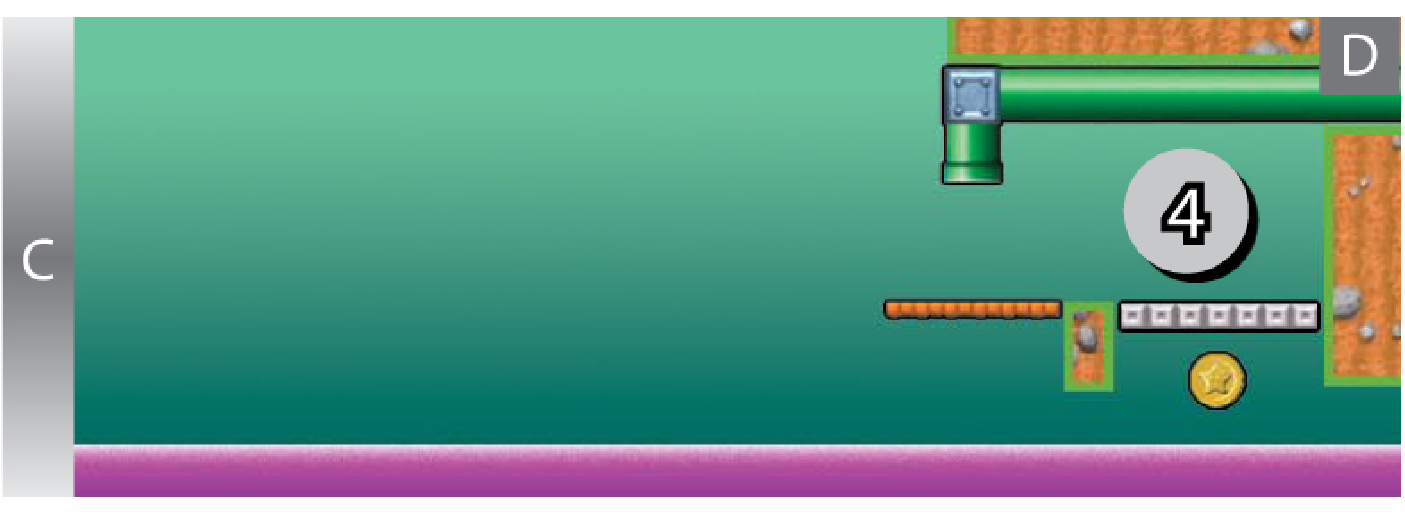
World 5-Jungle World

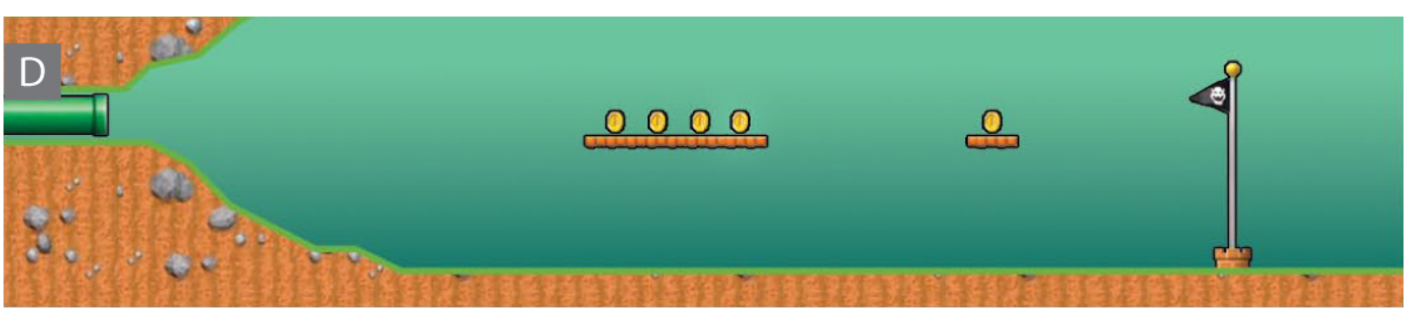
World 5-4

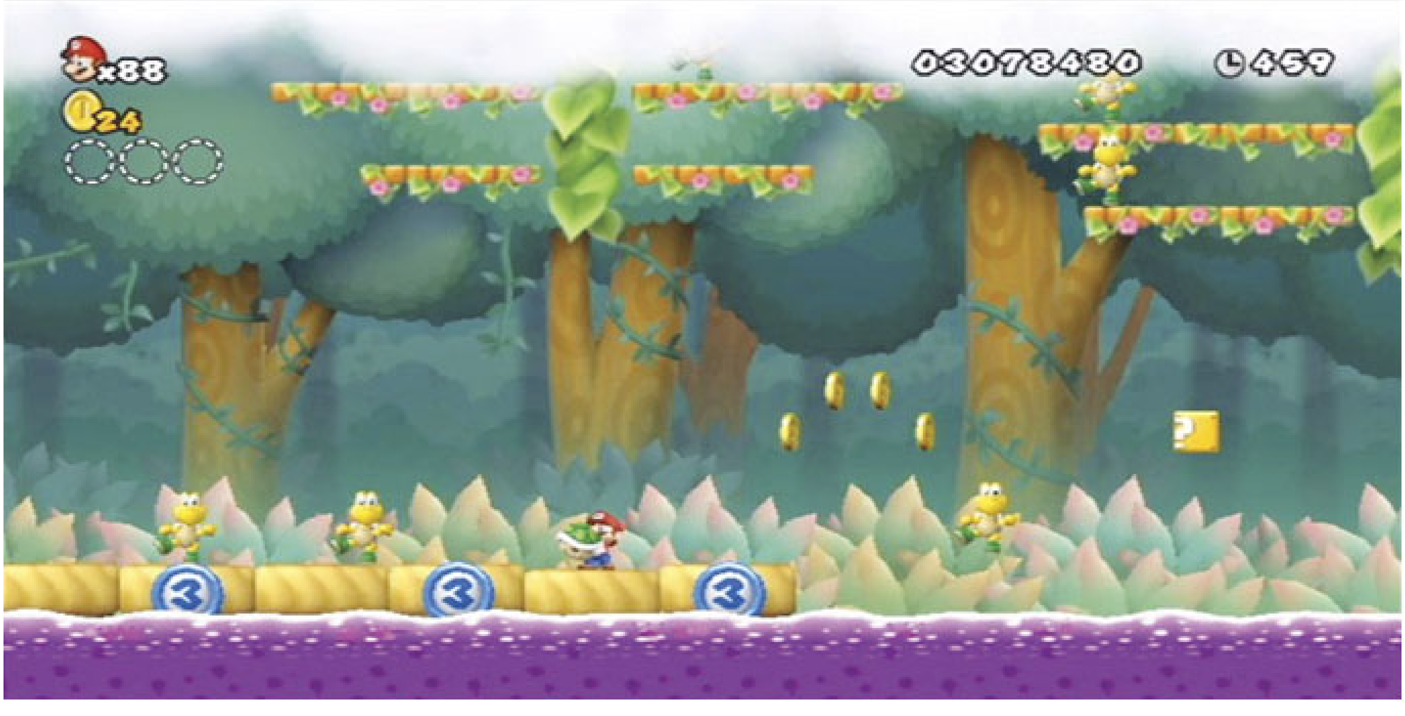












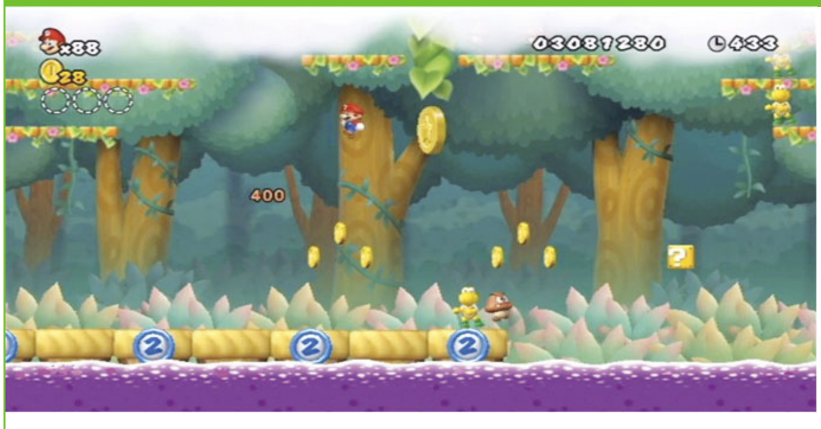
① Keep an eye on the numbers on the bottom of the moving platform in World 5-4. When enemies are on the platform, the number indicates how many. If five enemies are on the platform, it'll lock up and stop moving across the level.

This can be both helpful and a hindrance, so watch the numbers carefully to make sure the platform is doing what you want it to do.

Note

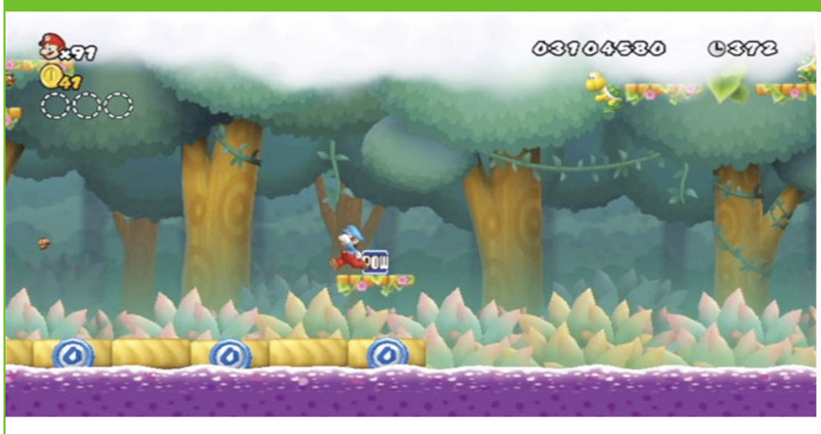
Coins released by defeated enemies also count toward the five-enemy max!

Star Coin

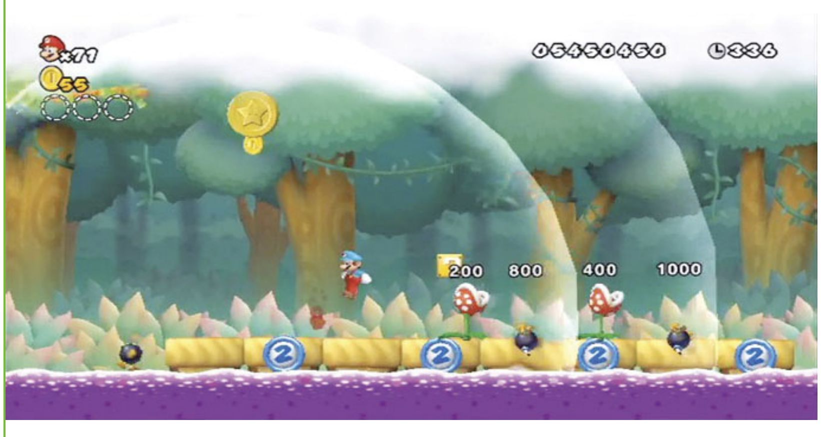


② Jump off one of the Koopas to reach the Star Coin.

Star Coin

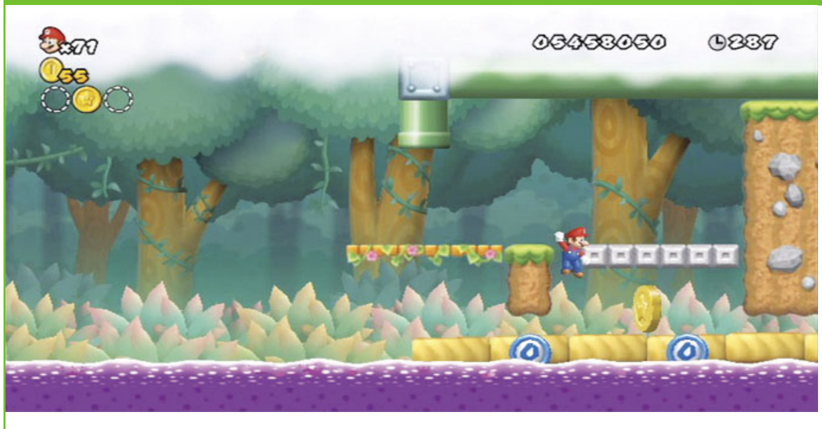


③ Pick up the POW Block at Point 3 and carry it forward a little bit.



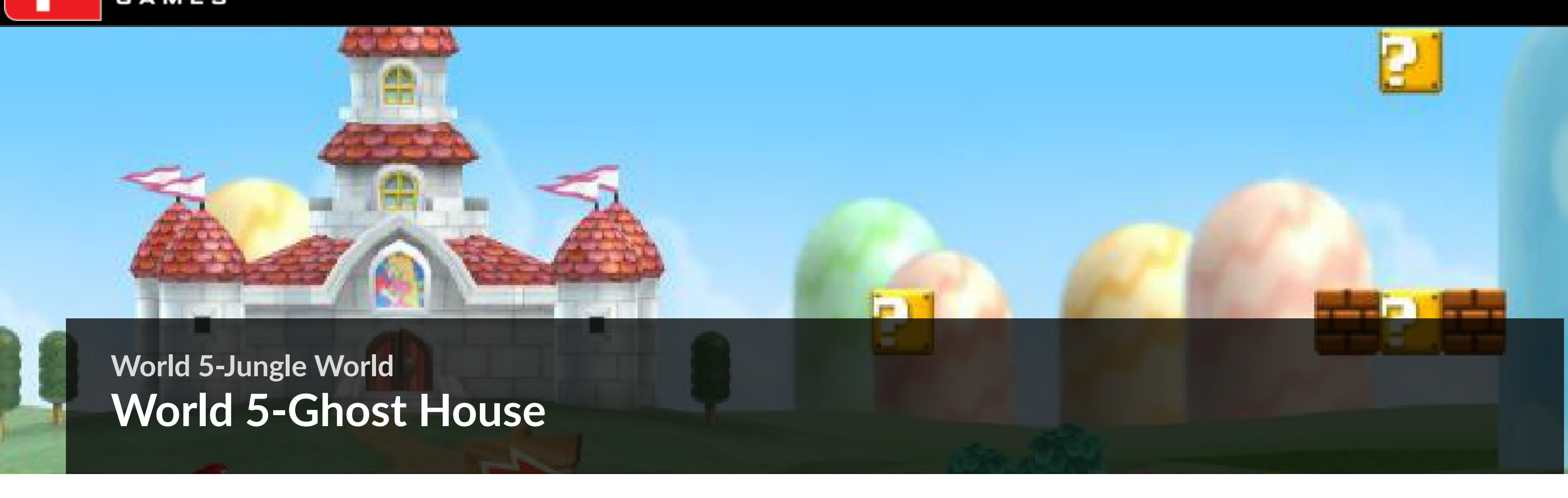
When you reach the next ? Block, drop the POW Block to force the second Star Coin to drop from above!

Star Coin



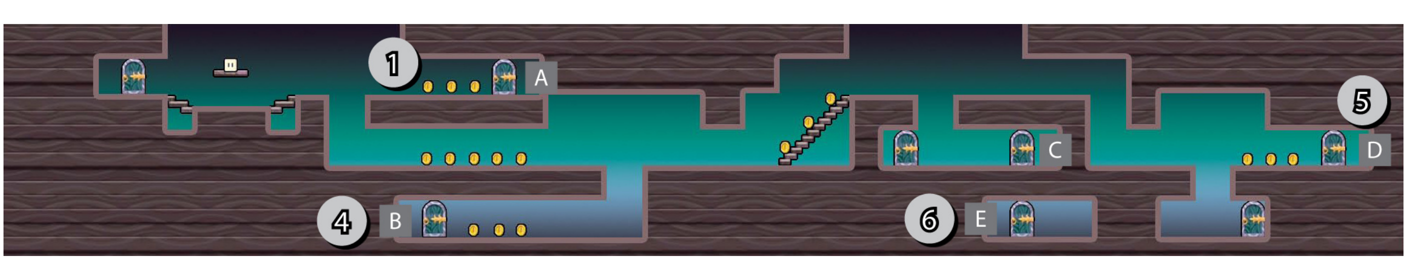
④ To nab the third Star Coin, use a Bob-omb to destroy the gray blocks over the Star Coin, then drop down to grab it as the moving platform passes underneath it.

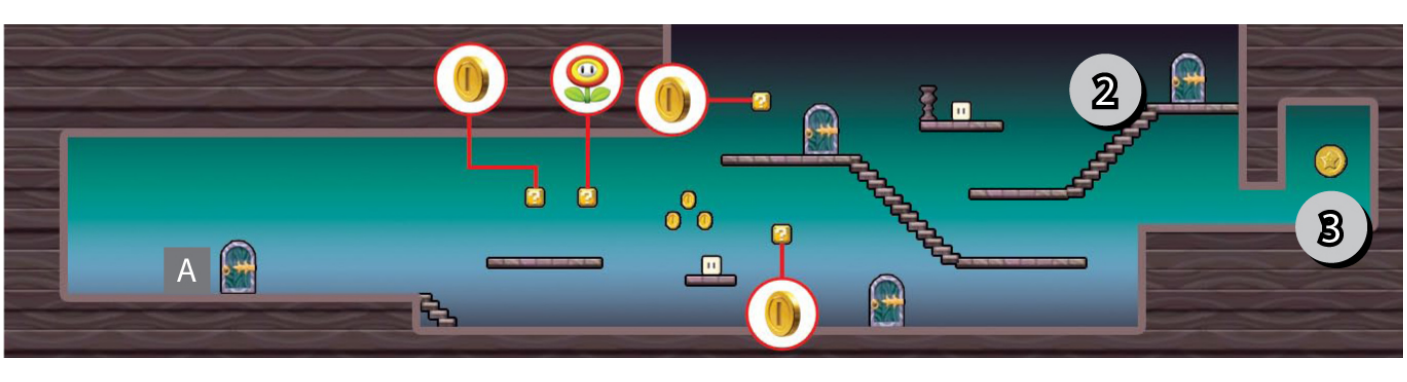
PRIMA GAMES

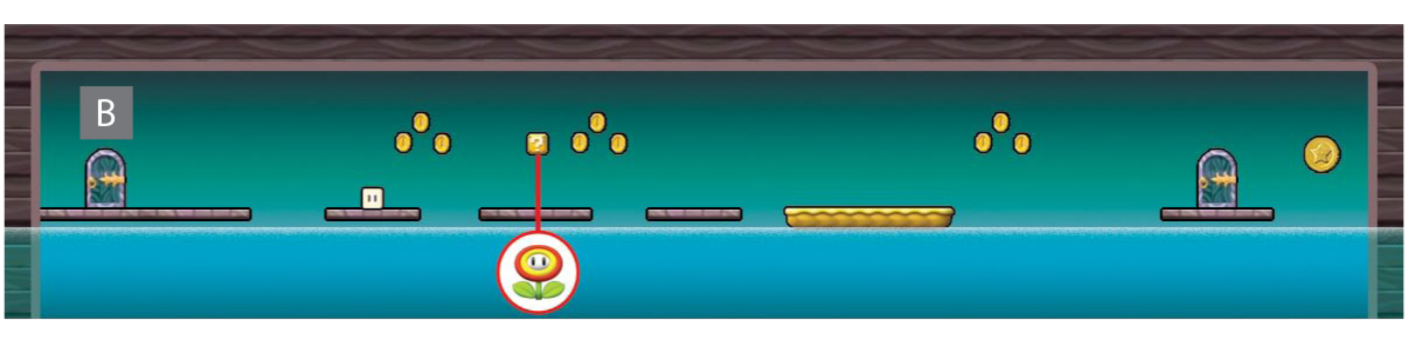


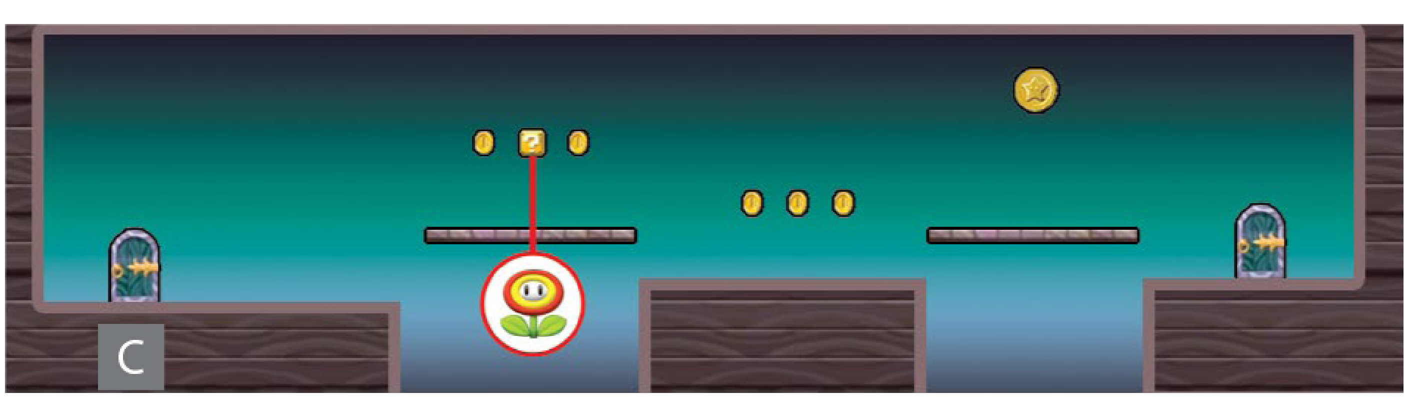
World 5-Jungle World

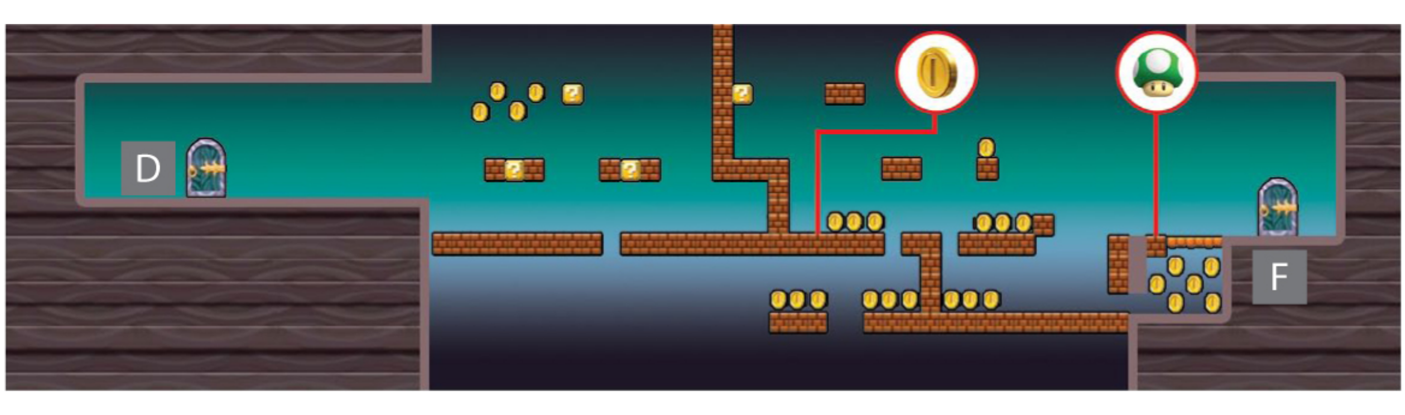
World 5-Ghost House

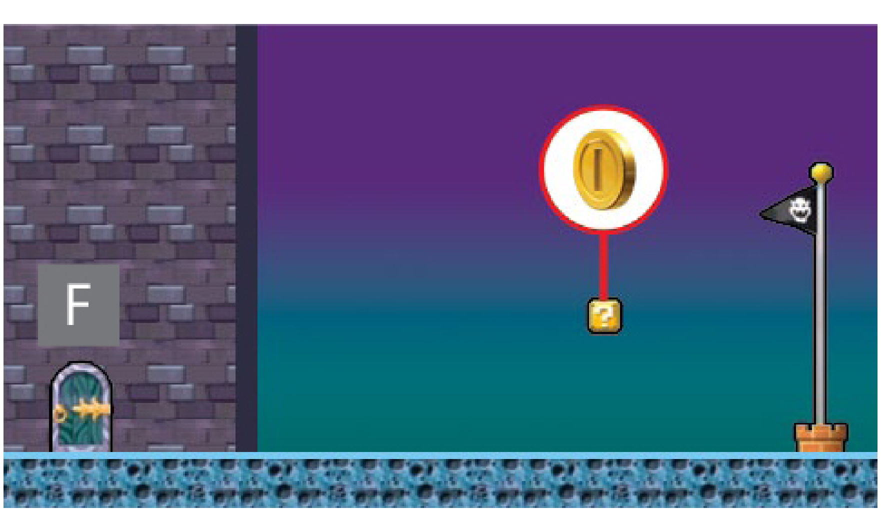


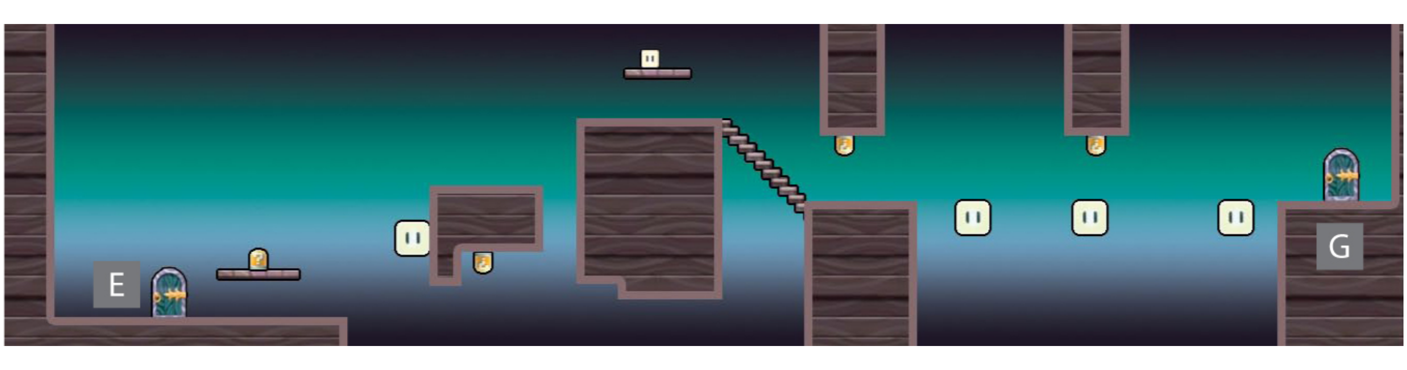


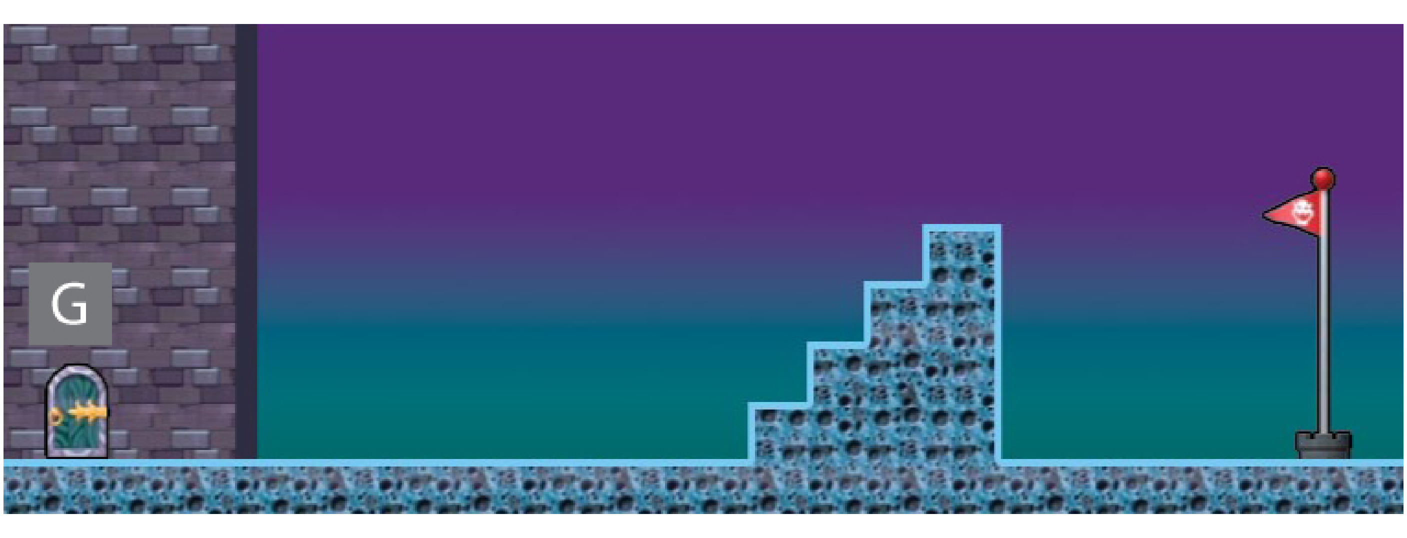


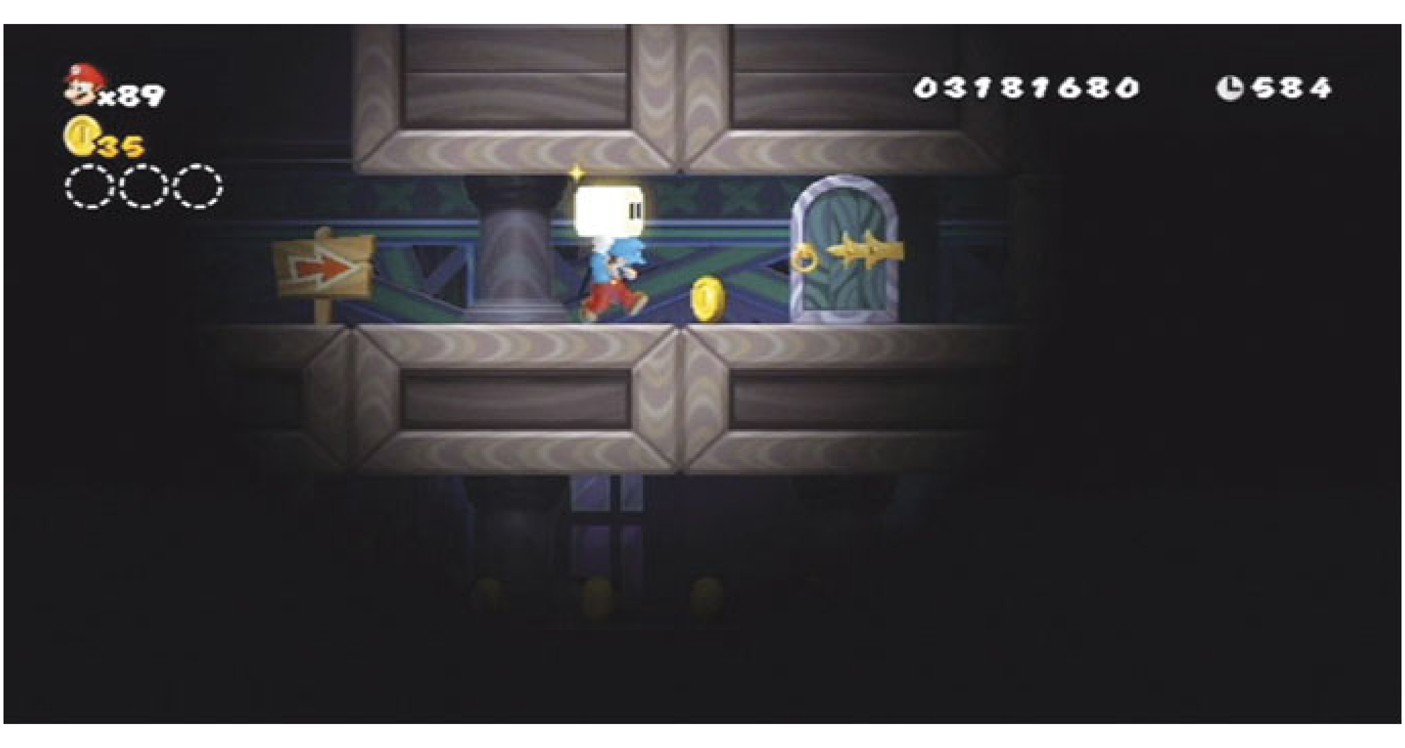




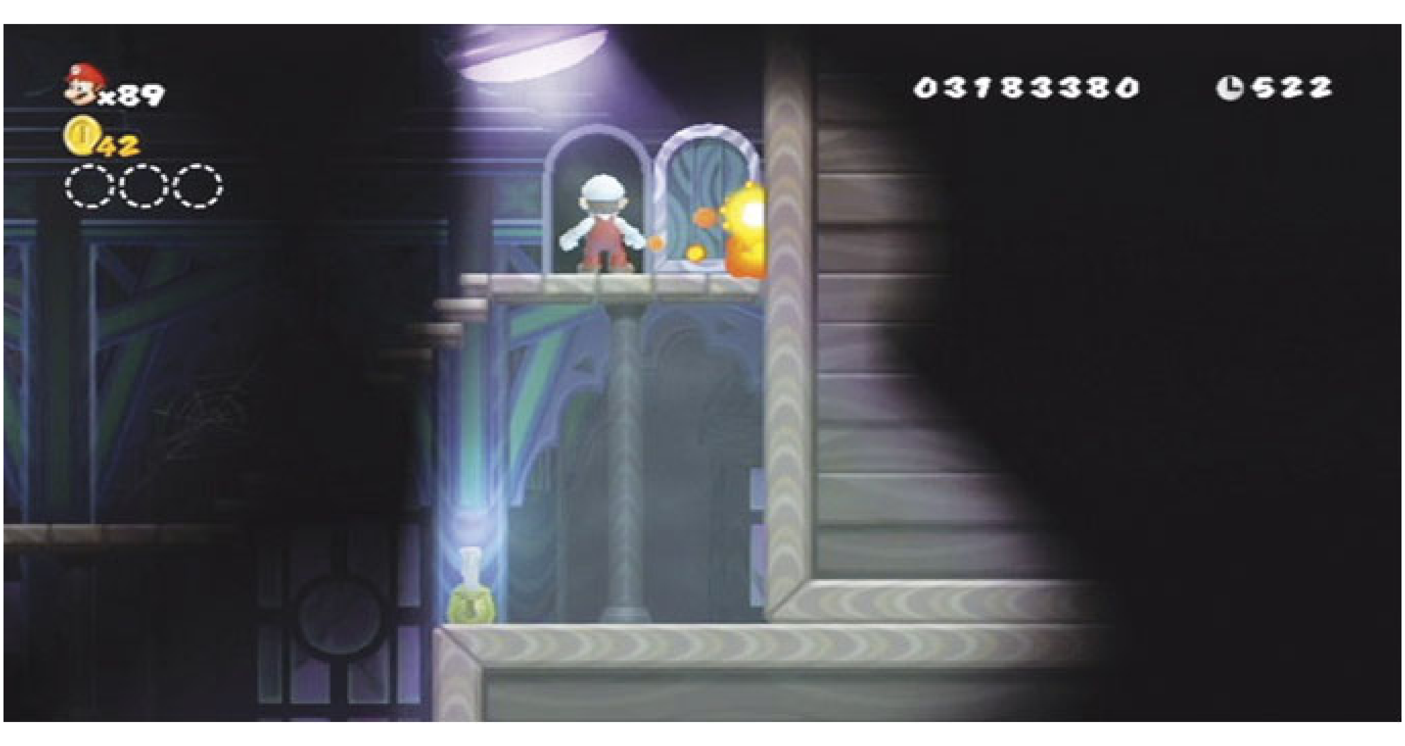






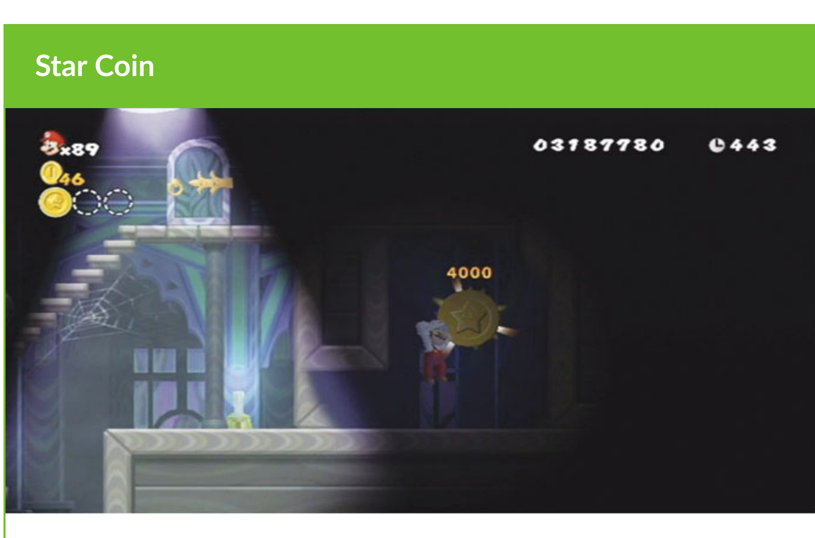


① Grab the Light Block and carry it to the door at Point 1. Go through the door to access the next section of the Ghost House.


x89
42
03183380
522

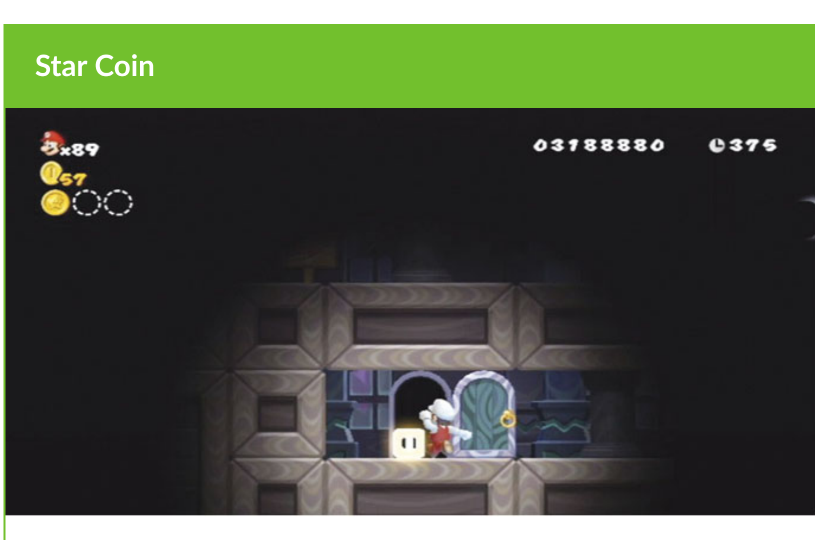
② The door at Point 2 will send you back to the beginning.

Star Coin

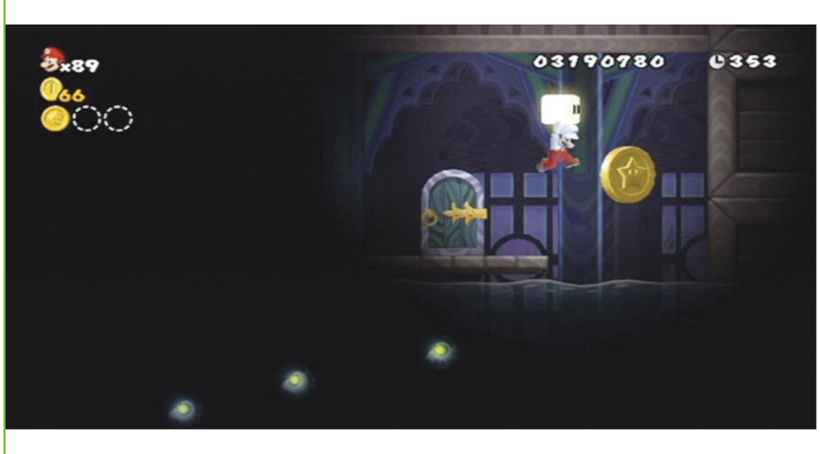

x89
46
03187780
443
4000

③ The first Star Coin is hidden inside a secret niche just below the door in Point 2. Walk into the wall to find the niche and grab your Star Coin!

Star Coin

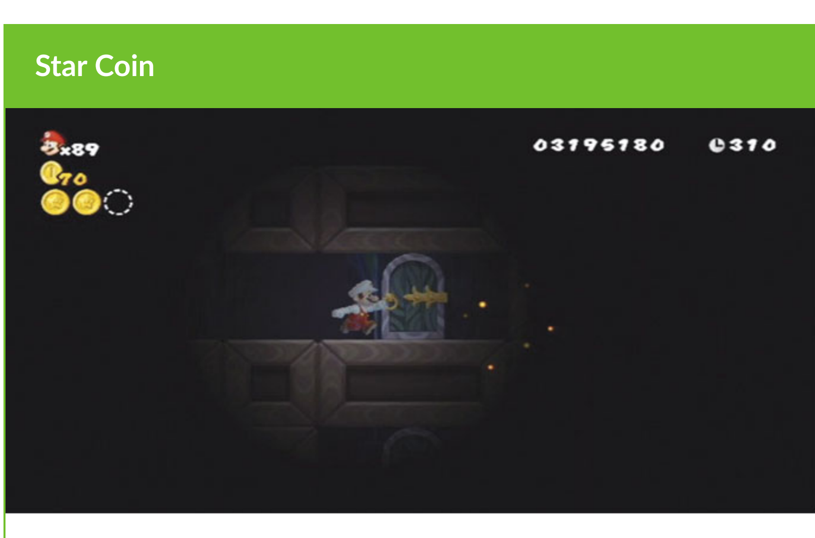

x89
57
03188880
375

④ Go through the door at Point 4 to find a long room with a yellow platform. Grab the Light Block and carry it onto the platform, then ride it to the right.

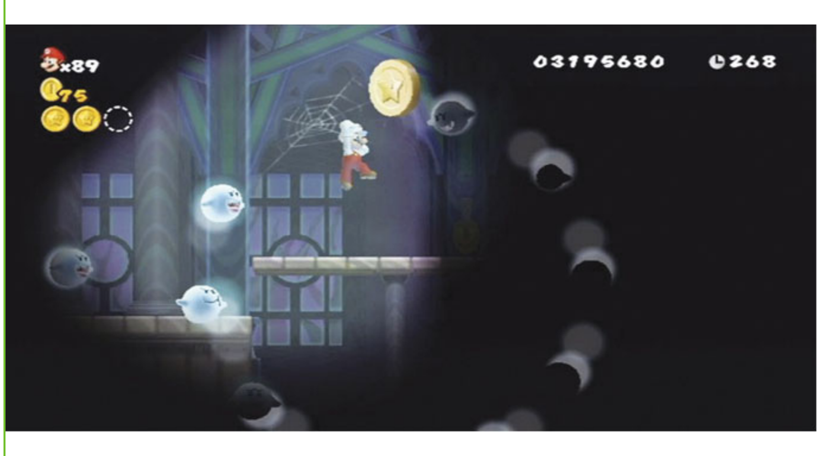

x89
66
03190780
353

Just beyond the exit door is the second Star Coin. Take the exit door to return to the beginning of the level.

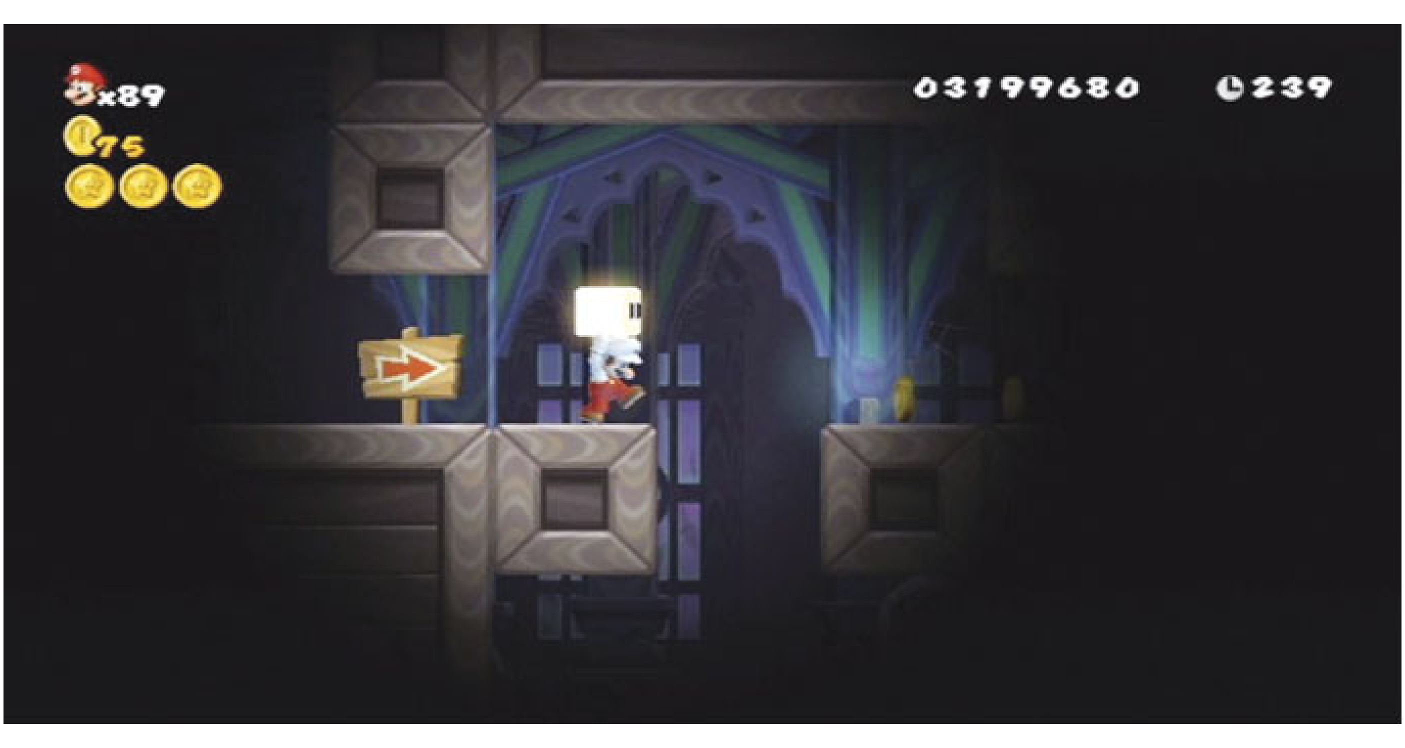
Star Coin


x89
70
03195180
310

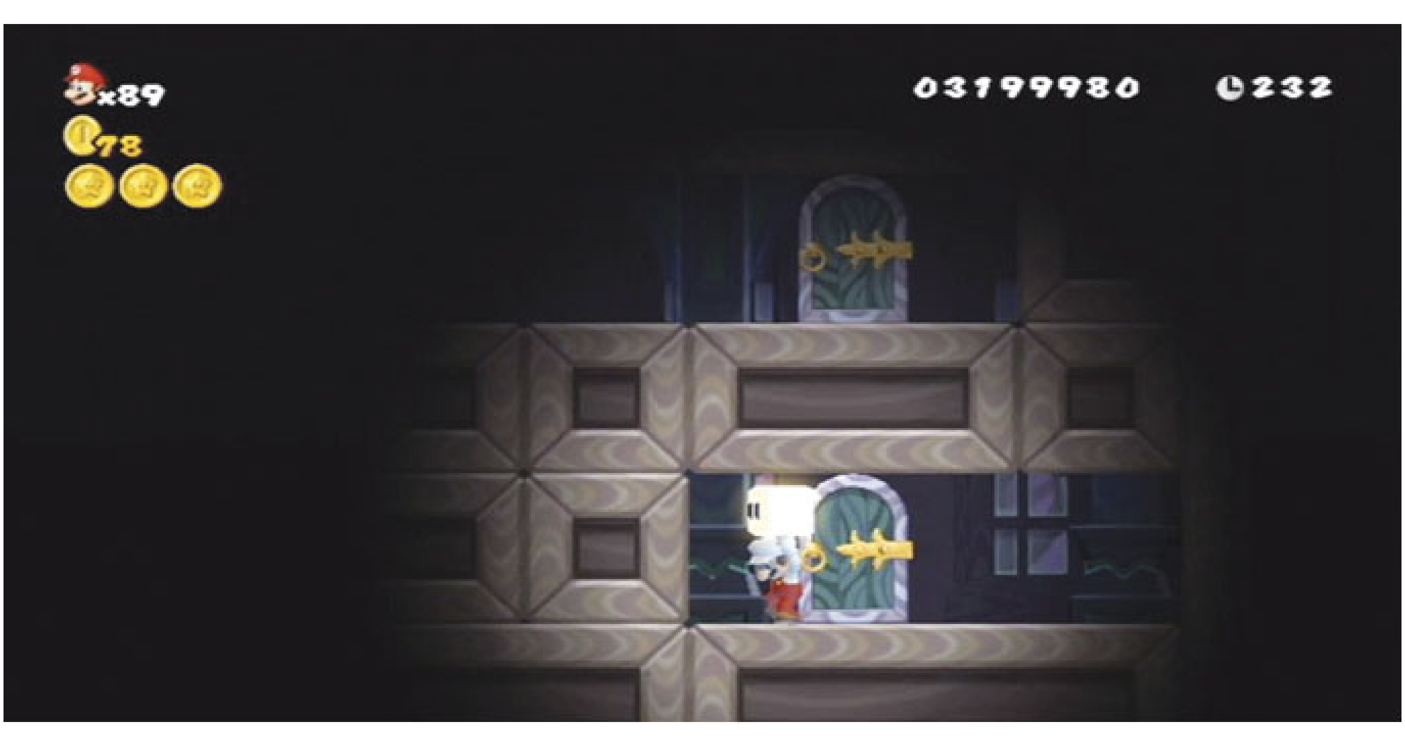
⑤ Enter the door at Point 5 to find a large room with several Boos in a circular formation. Wait for them to spin and reveal the gap in their circle then leap into it.

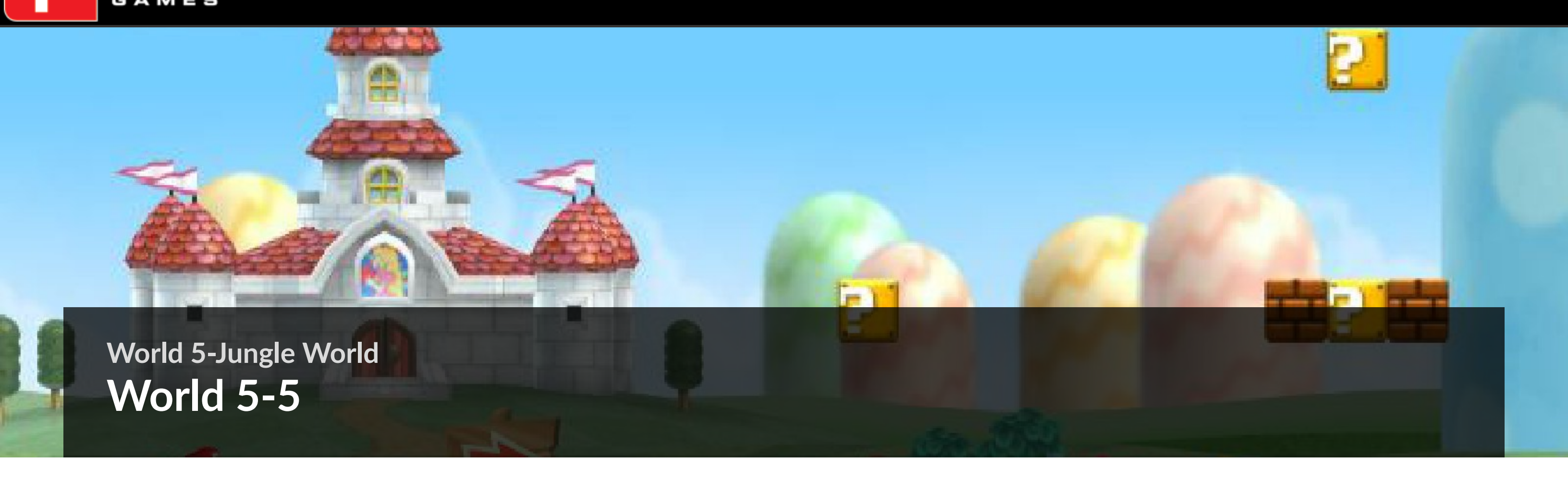

x89
75
03195680
268

Repeat this at the second Boo circle then leap up to grab the Star Coin.


x89
75
03199680
239

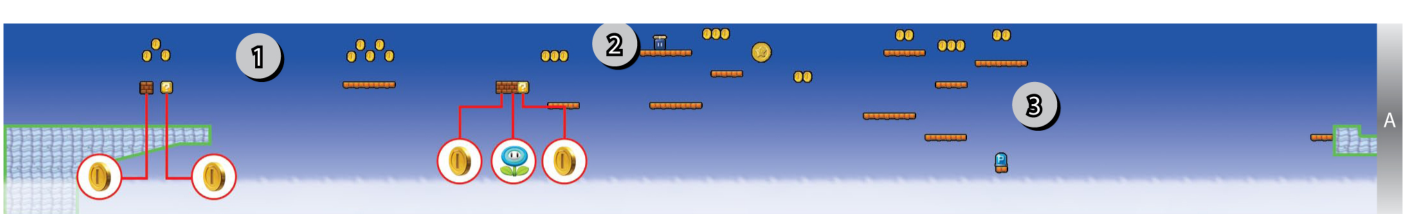
⑥ Drop down the gap at Point 6 and make a left. Enter the door in the secret area to unlock an alternate path on the World 5 map leading to the cannon!

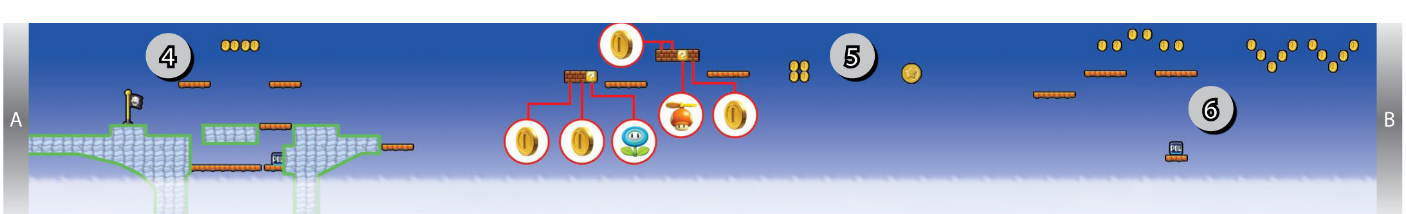

x89
78
03199980
232

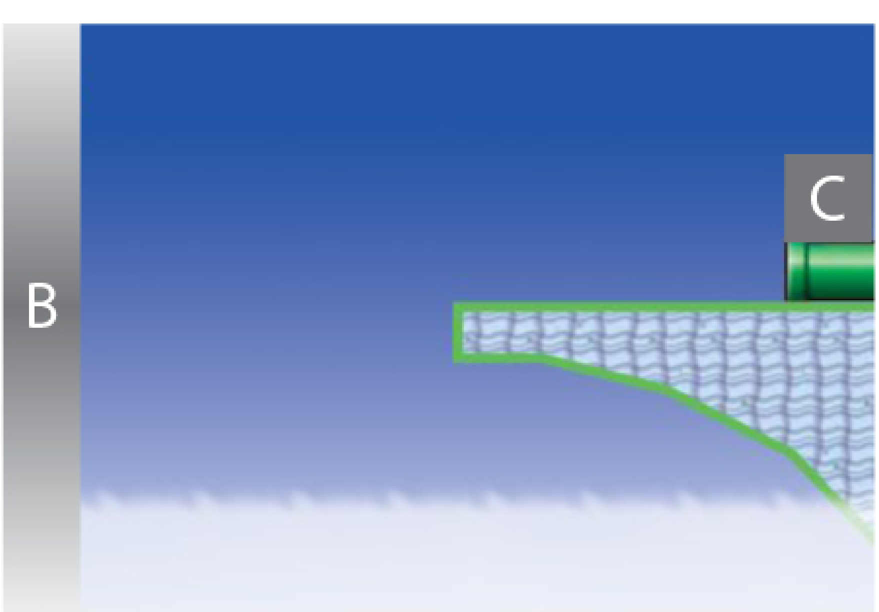


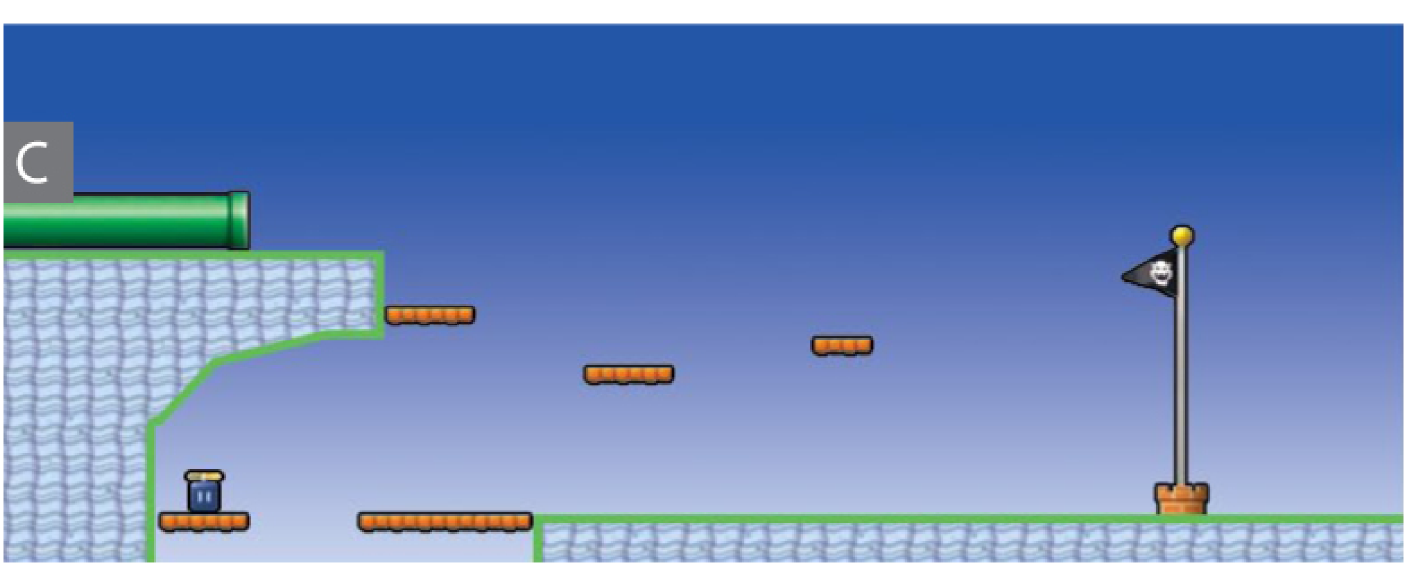
World 5-Jungle World

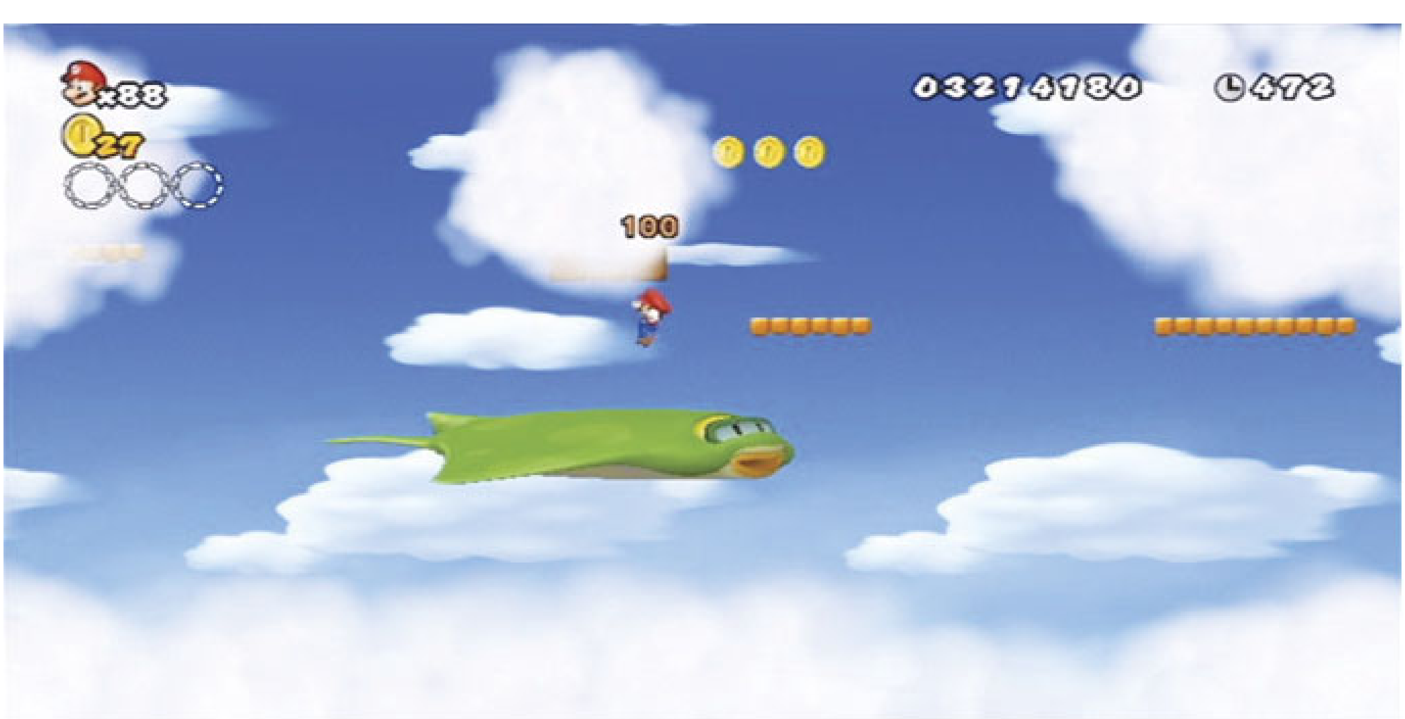
World 5-5





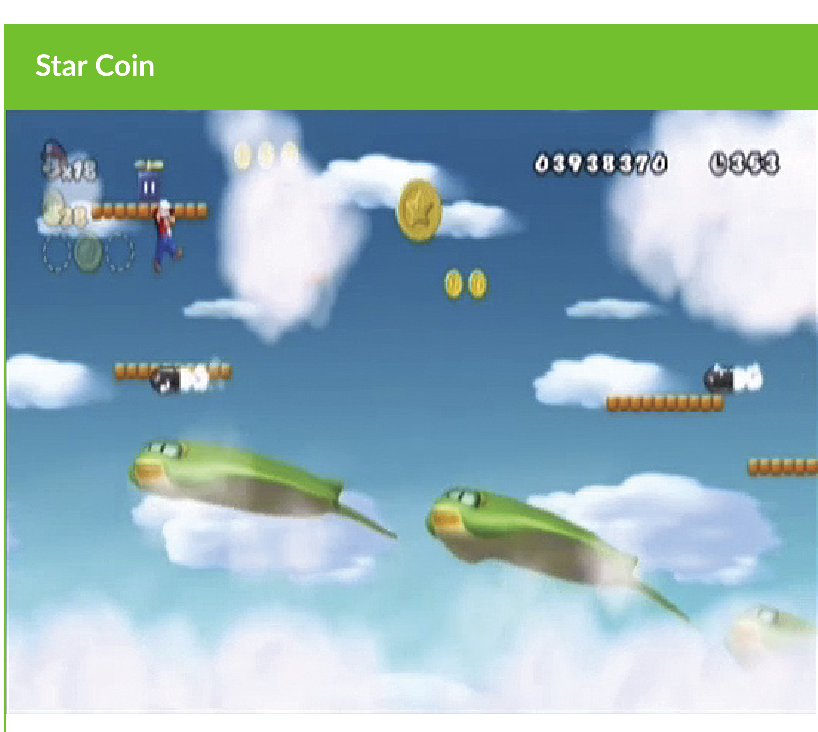




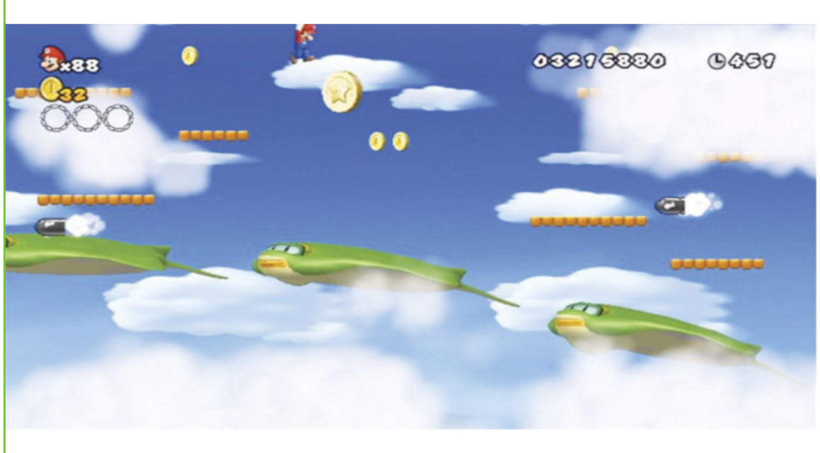


① The clouds hide ? Blocks, ledges, and other coins. Remember this as you ride the Jumbo Rays across the level.

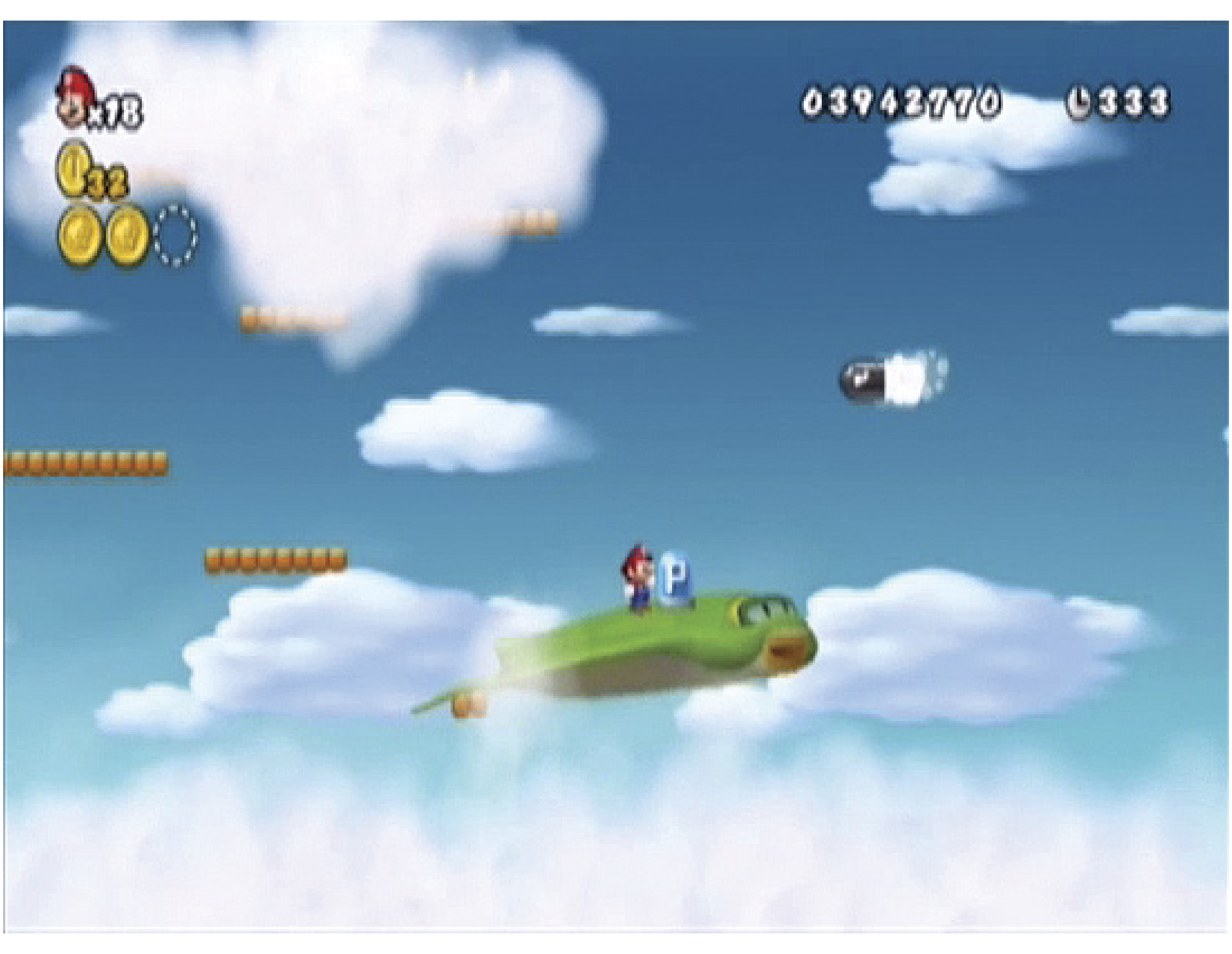
Star Coin



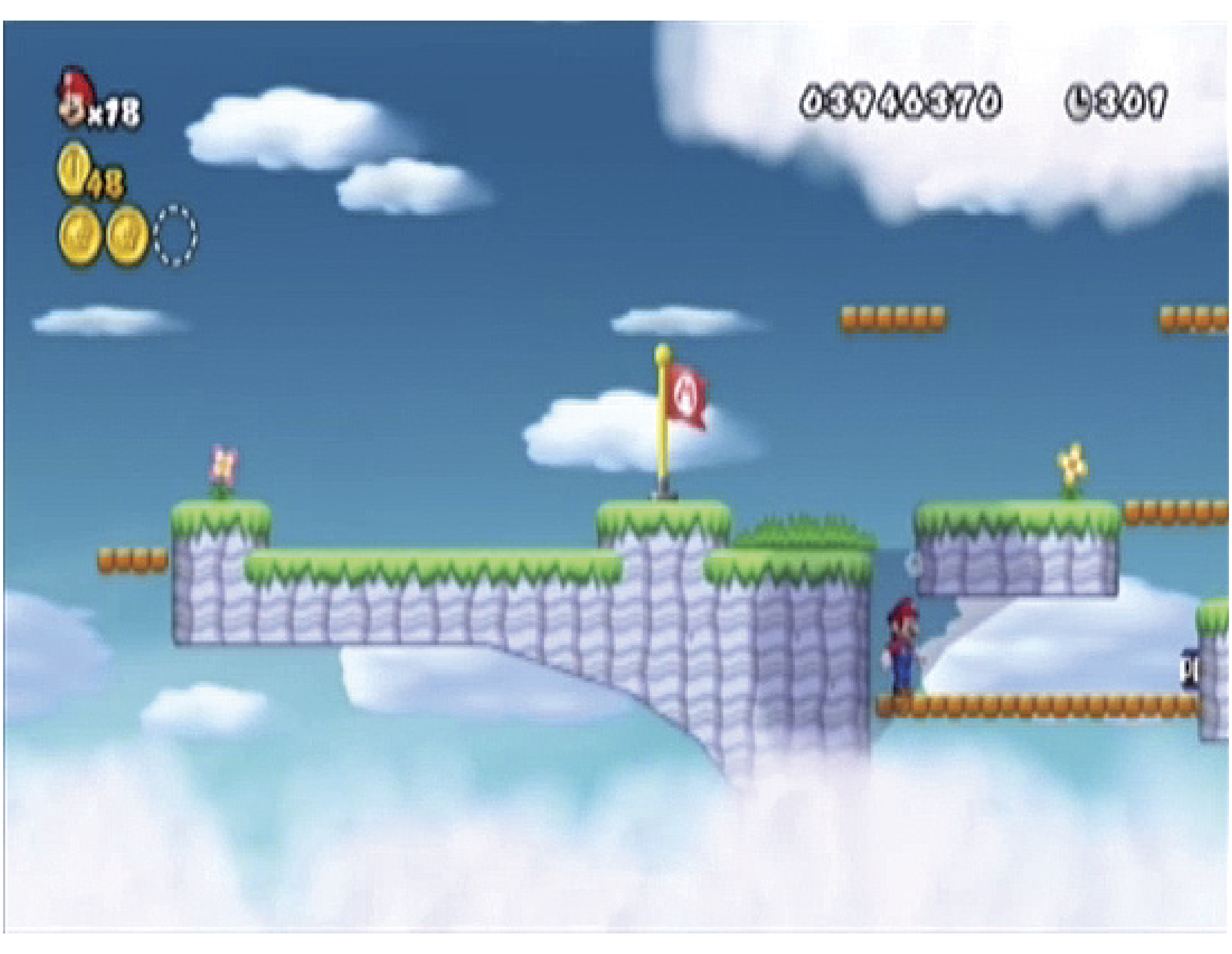
② Grab the Propeller Block from the ledge hidden in the clouds at Point 2



Then fly over to the Star Coin overhead.

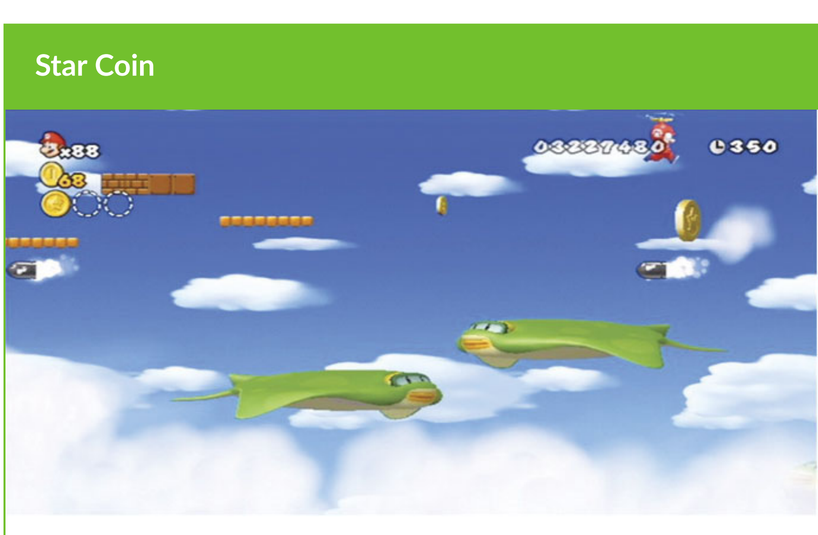


③ Wait for the Jumbo Ray to pick up the P Switch on its back, then ride the Jumbo Ray with the P Switch to the right a little bit. Hit the P Switch to reveal several blue coins and grab them as you ride the Jumbo Ray deeper into the level.



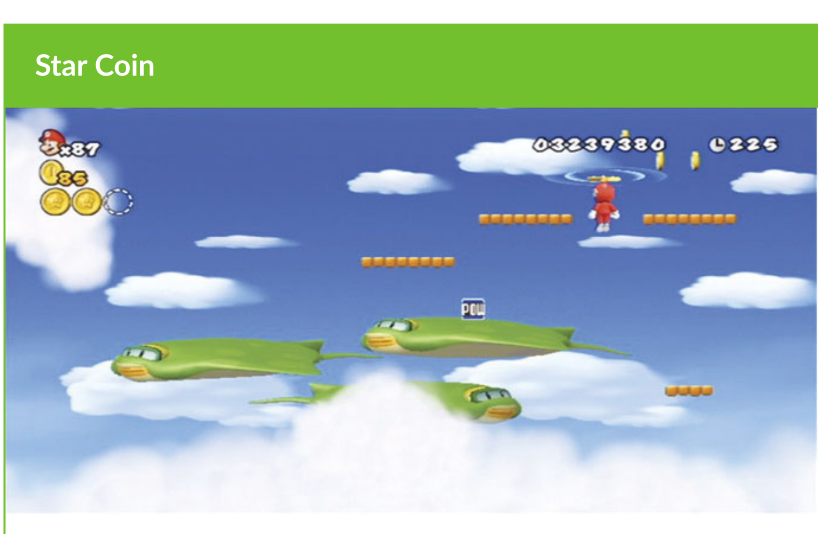
④ At Point 4, drop down the hidden ledge to grab a POW Block. Slam it down for a shower of coins.

Star Coin

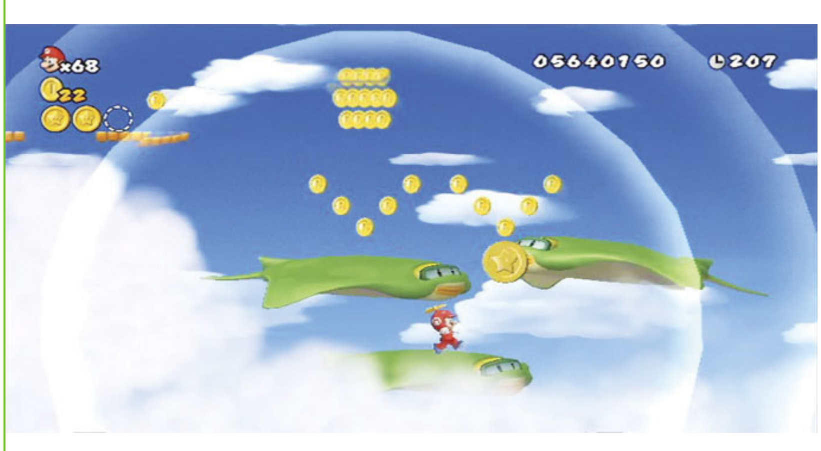


⑤ Grab the Propellerhead power-up at Point 5 or use the Propeller Block to fly over to the second Star Coin and grab it. Land on a Jumbo Ray as you come down.

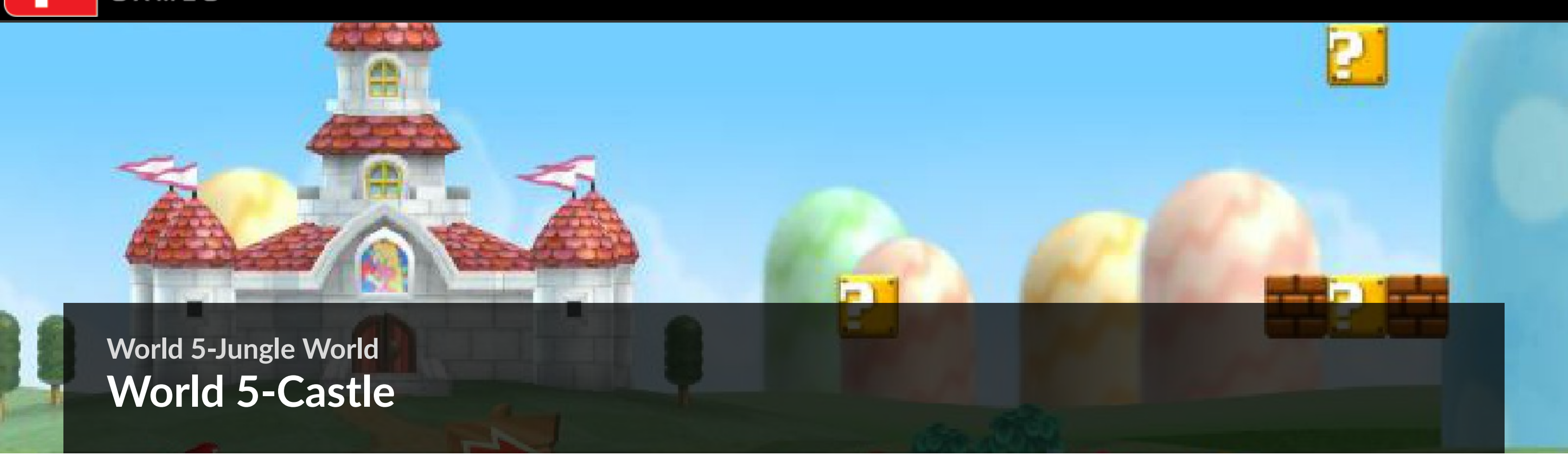
Star Coin



⑥ At Point 6, drop down from the ledges in the air and quickly zoom back up into the air. Your Propeller Block or Propeller power-up will blow the clouds away and reveal a Jumbo Ray carrying a POW Block on its back.

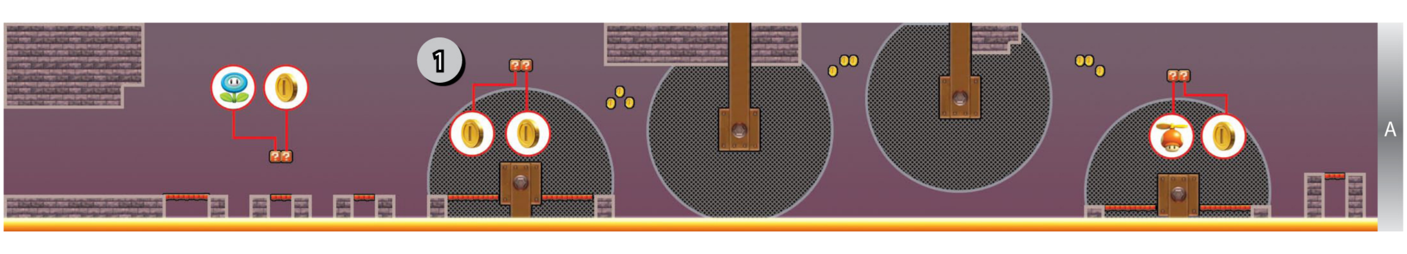


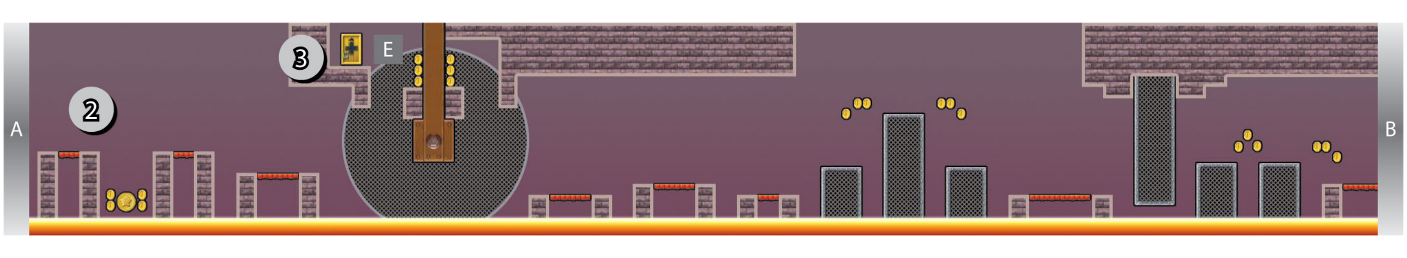
Drop down to grab it, then carry it right, across several Jumbo Rays to drop it and force the third Star Coin to drop.

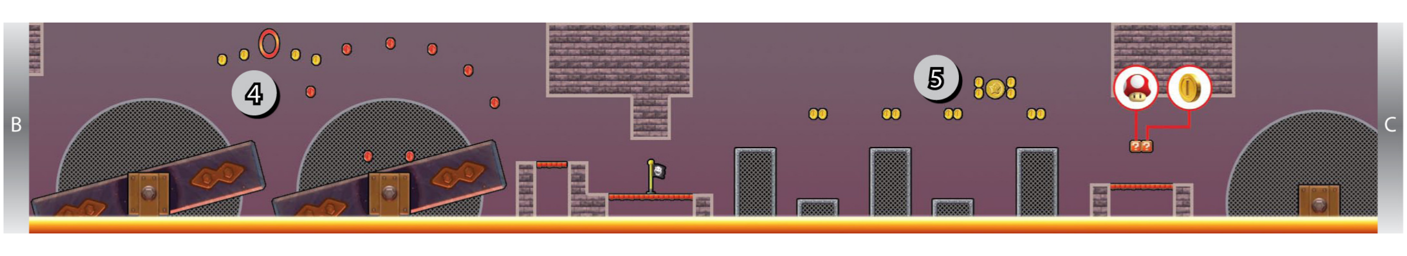


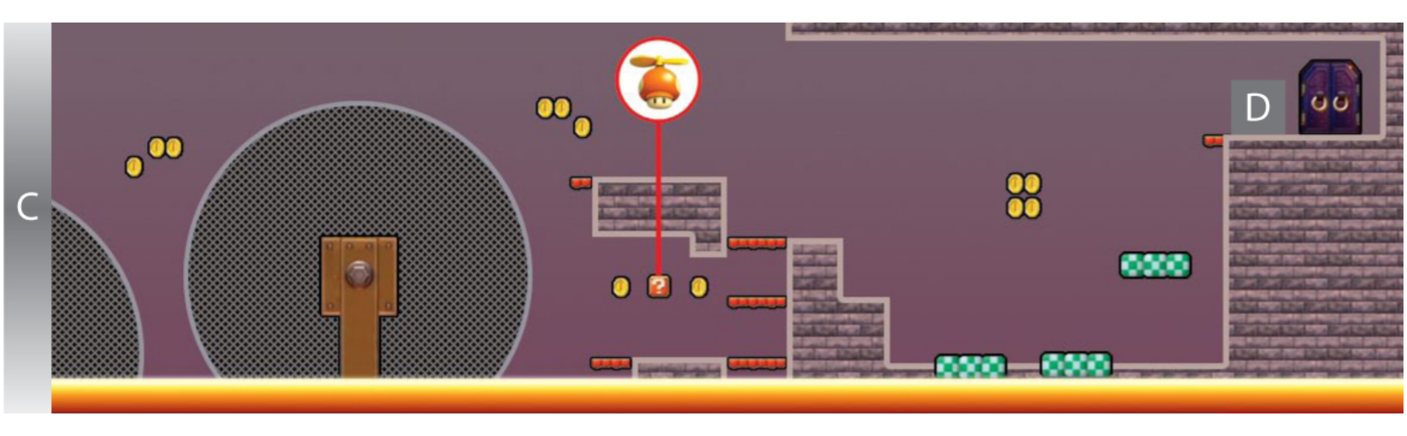
World 5-Jungle World

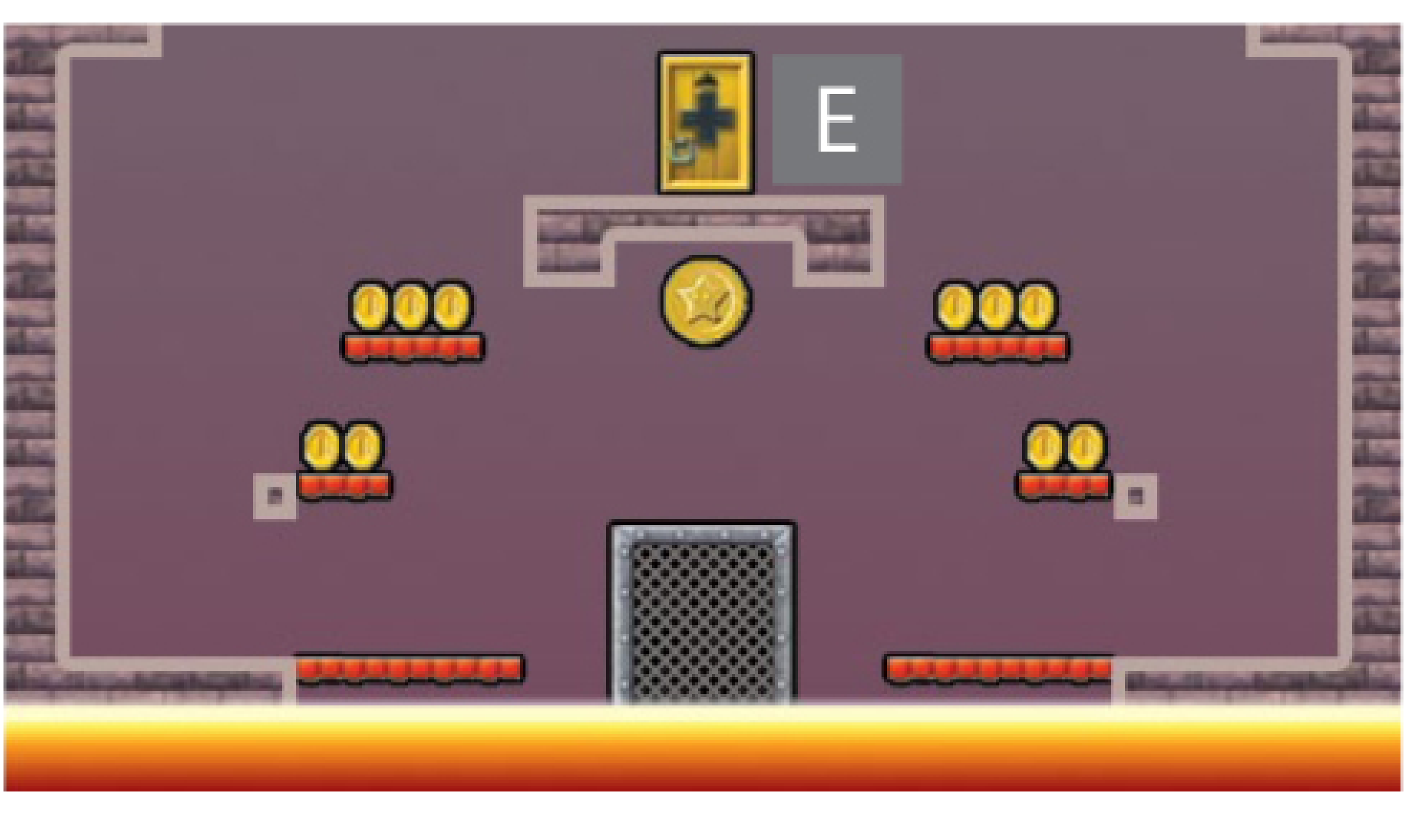
World 5-Castle

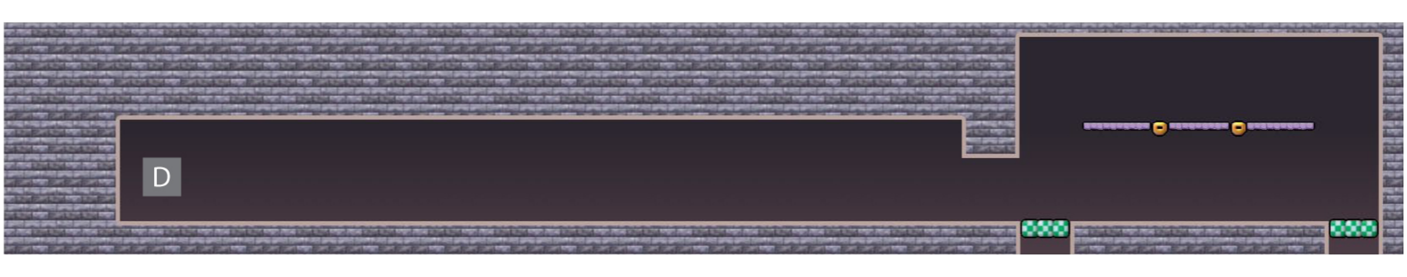


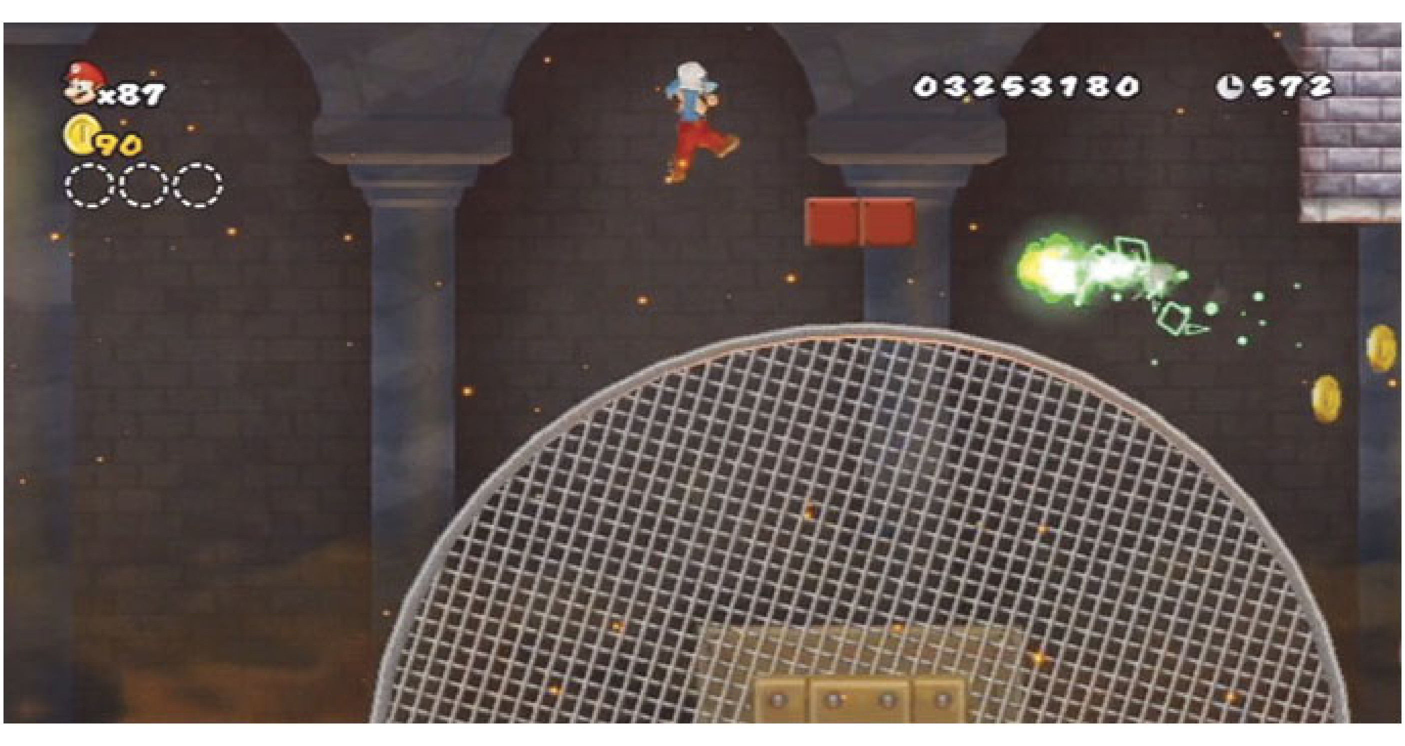






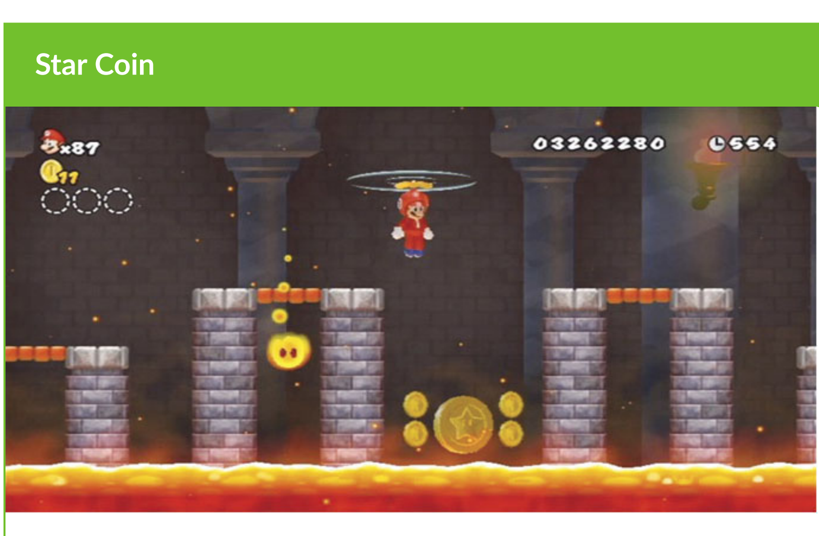






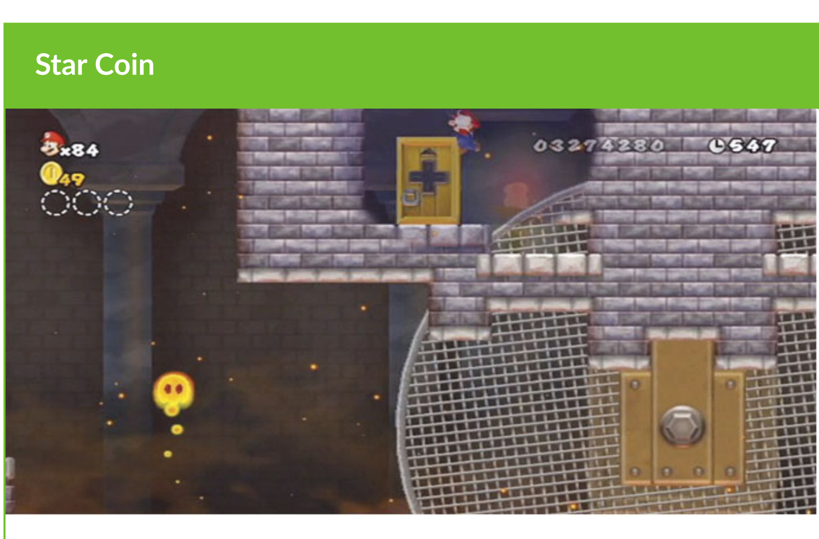
① As soon as you begin to traverse the level, several green magic projectiles begin to come across the screen from the right.

Star Coin

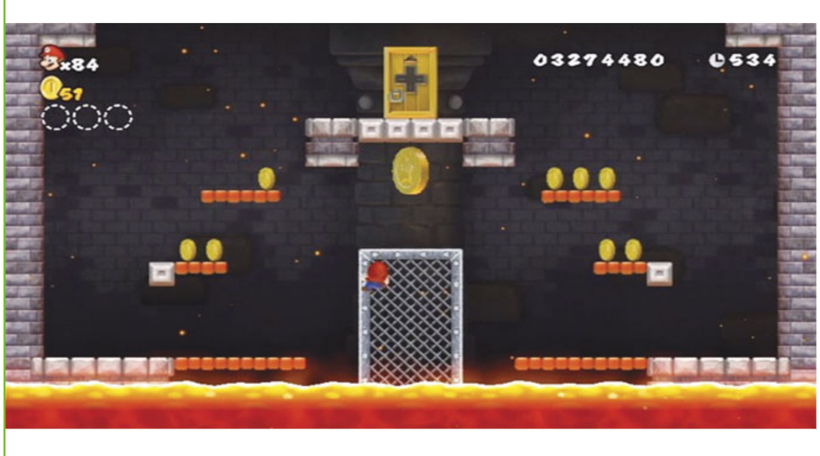


② Either drop down to grab and zoom up with the Propellerhead power-up to grab the first Star Coin, or Wall-Slide down to nab it. Then bounce up the walls to avoid falling into the lava below.

Star Coin

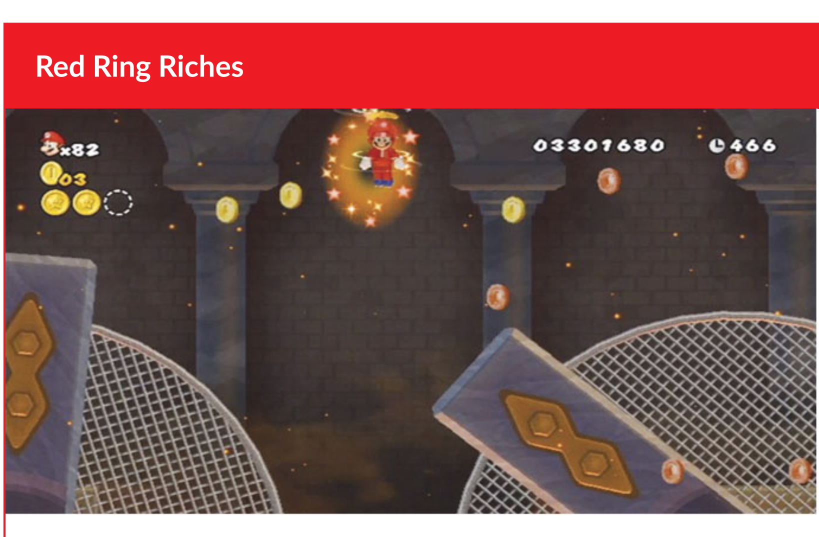


③ To find the second Star Coin, climb the left side of the fence wheel to reveal a hidden area in the ceiling.



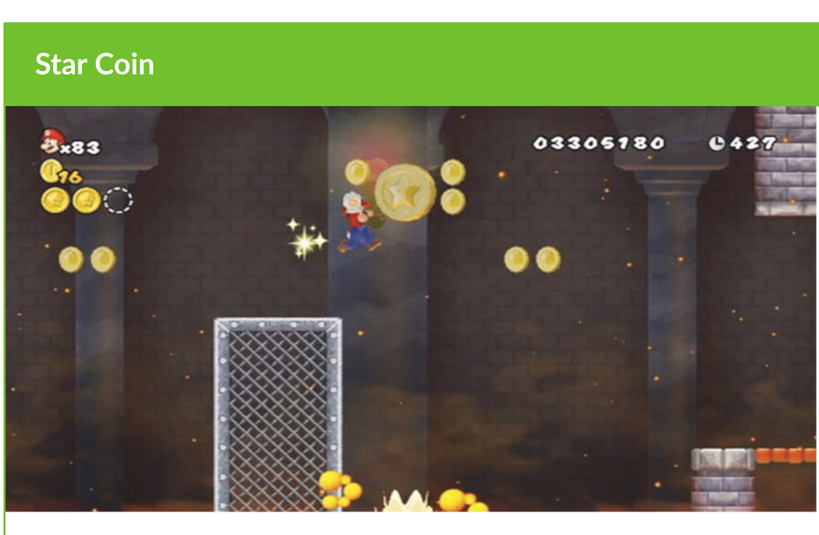
Go through the door to enter the Star Coin room. Carefully traverse the platforms and the fence to pick up your prize!

Red Ring Riches



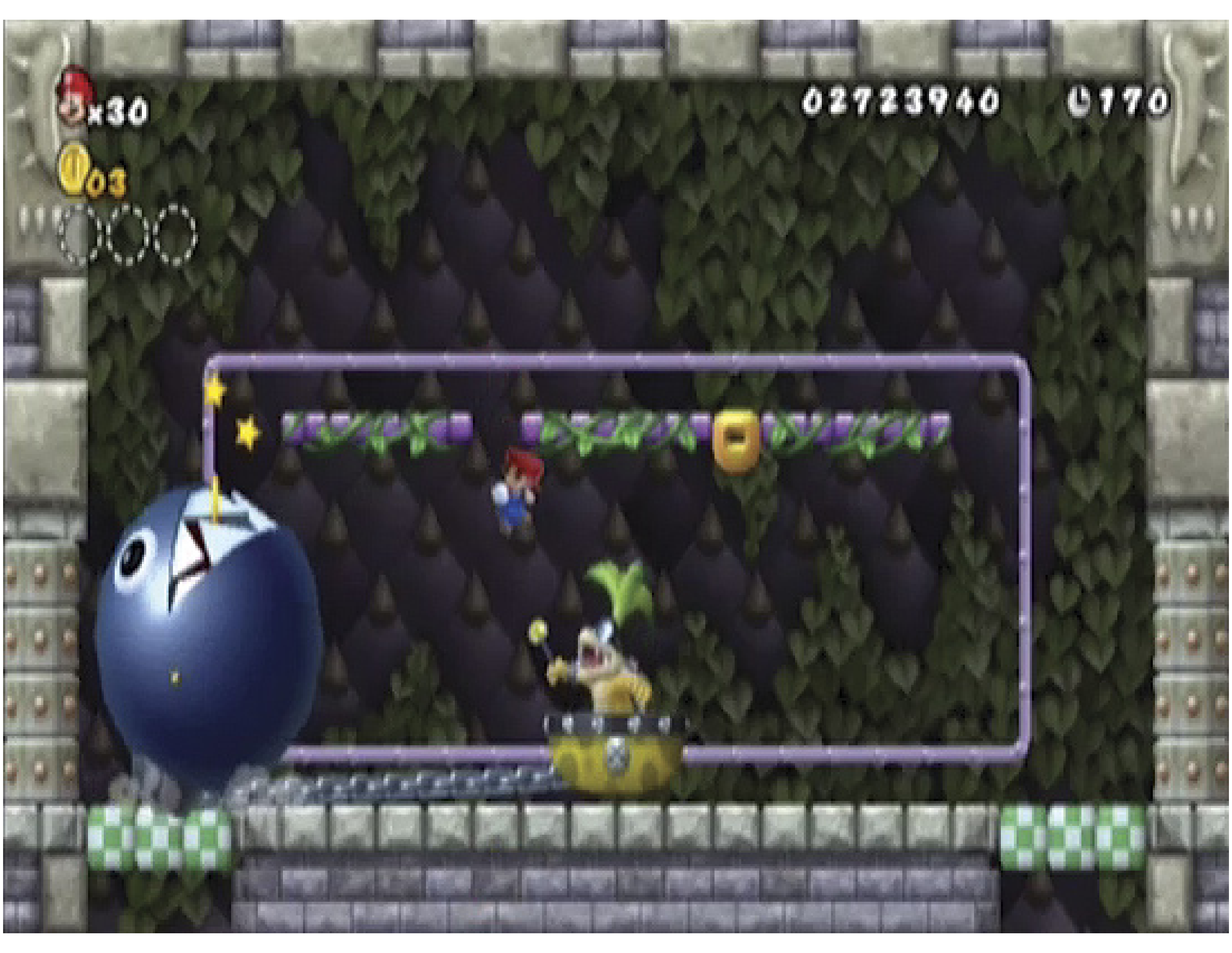
④ The Red Ring at Point 4 is floating between two large spinning cogs. Jump up to activate it and ride the second cog as it spins right to grab all eight red coins.

Star Coin

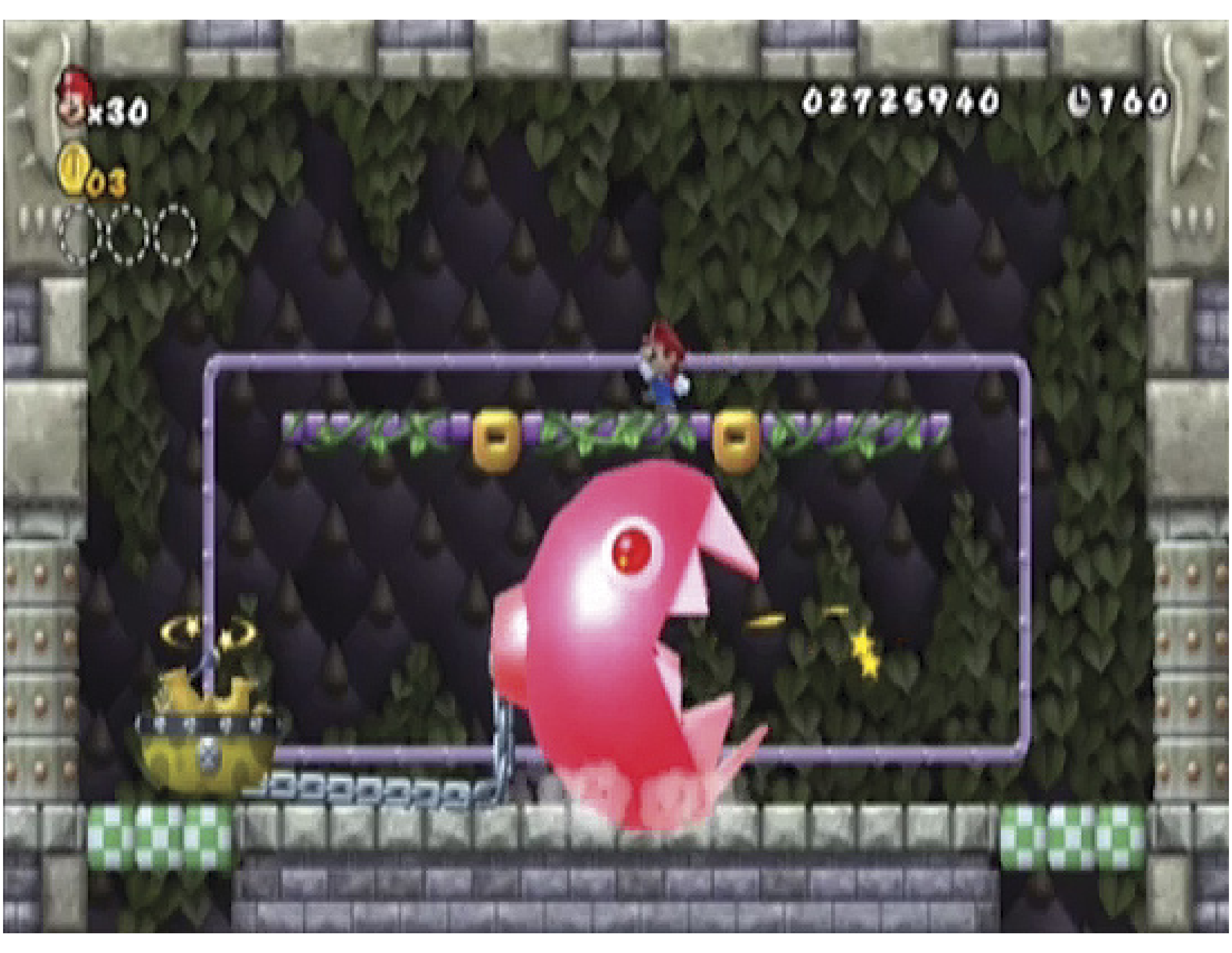


⑤ Wait for the fence on the left to rise all the way up then begin to drop again. Just as it begins to drop, jump up and out to grab the third Star Coin.

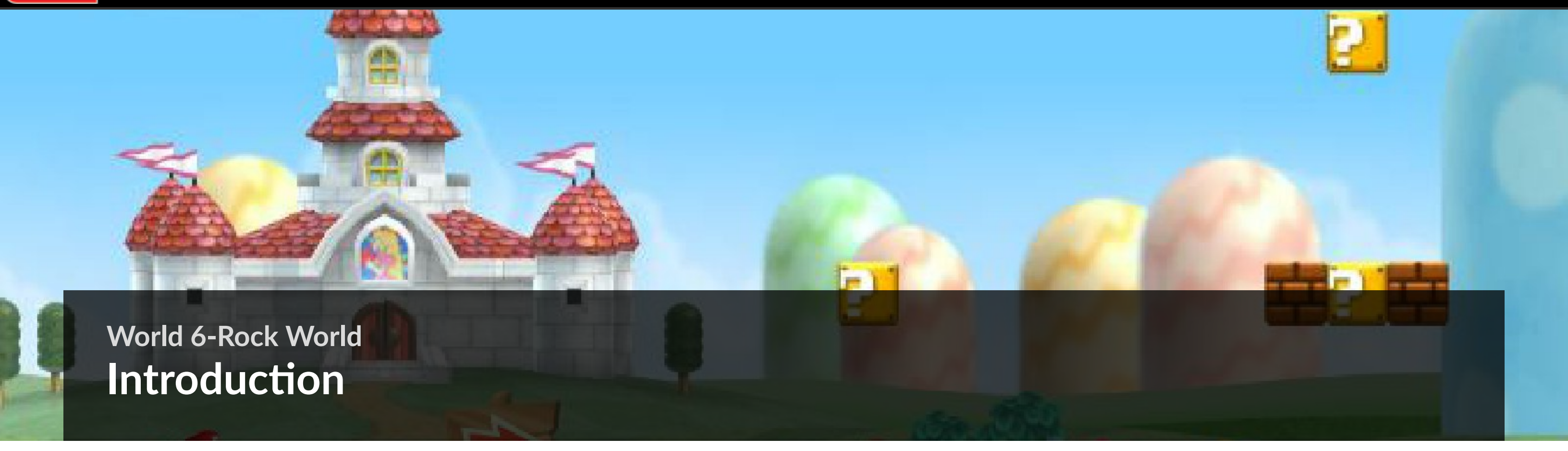
Boss Battle



This time, Iggy has gotten into a carriage that is being pulled along a rectangular rail by a massive Chain Chomp! Wait for the Chain Chomp to pull Iggy along the rail and then drop down on his head from above.



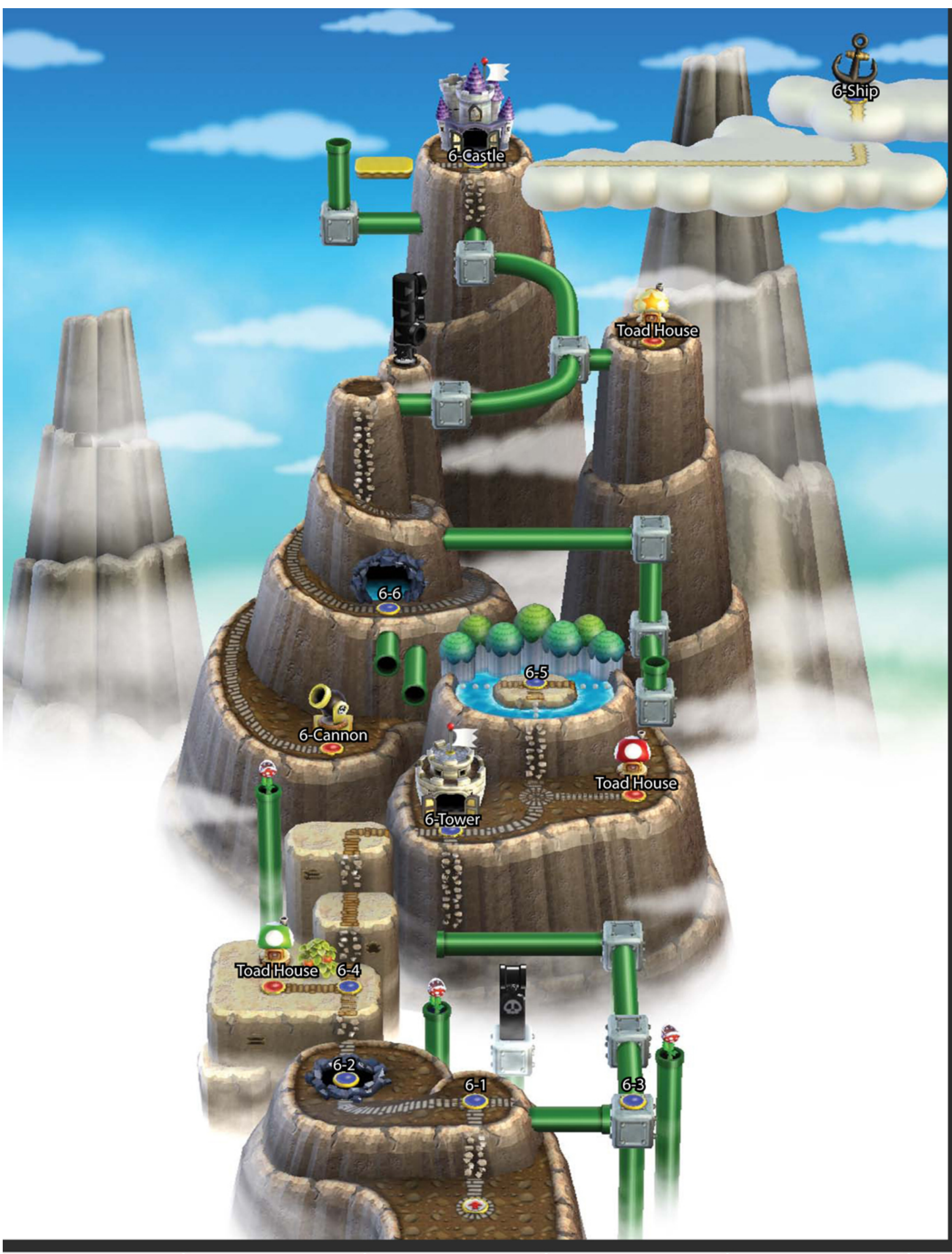
After you hit him, the Chain Chomp will get extremely upset and yank Iggy around the rail while it tries to bite you. Stay ahead of the massive chomper and either use the bouncy blocks at the edges of the room to hop back up to the ledge above the ground, or Wall-Jump back onto it. Continue to stay ahead of the Chain Chomp and hit Iggy three times on his head to defeat him.



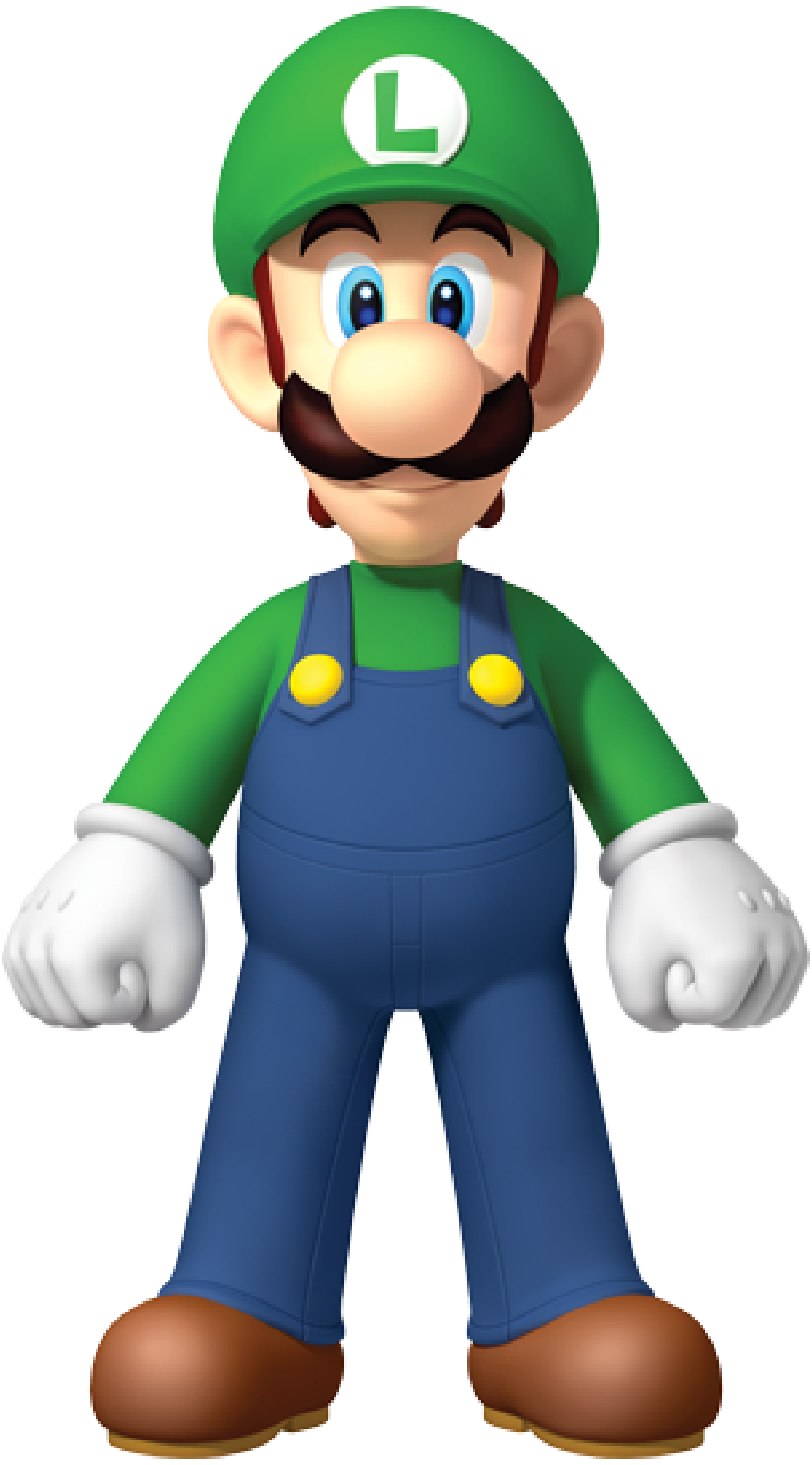
World 6-Rock World

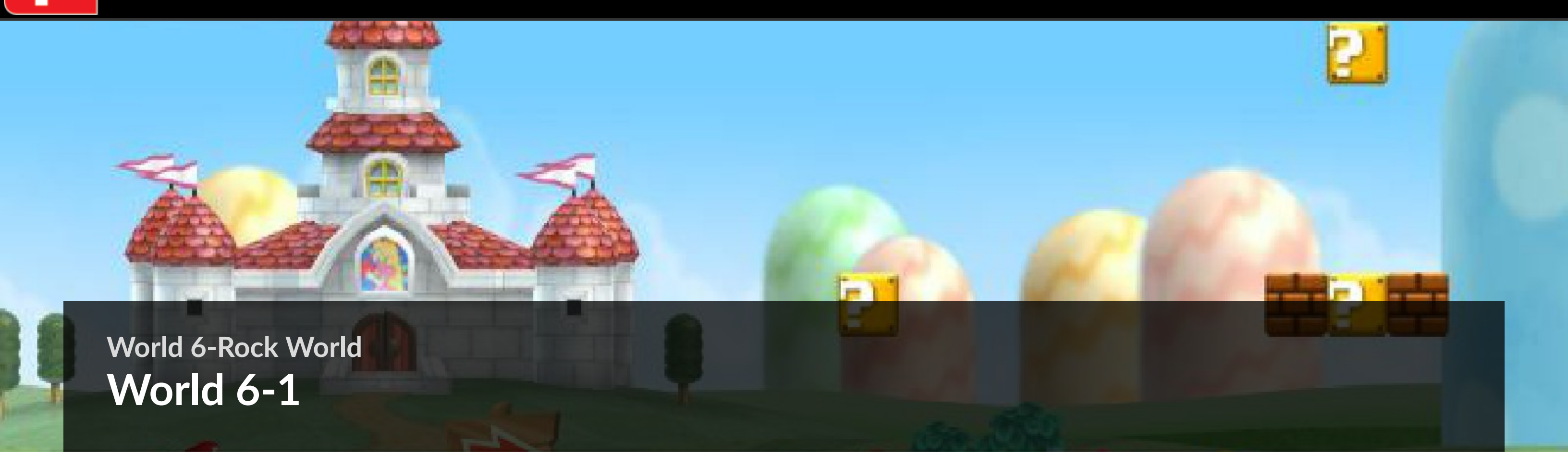
Nearly all of this world takes place inside a cave or underground. There are several ledges, rock outcrops, and ridges to hold onto, shimmy across, and jump over.

While on thin ledges, Mario can either shimmy slowly with his back to the wall or hang from it with both hands and slide quickly left and right. Watch out for Bullet Bills, Stone Spikes, and Super Piranha Plants!


6-Ship
6-Castle
Toad House
6-6
6-5
6-Cannon
Toad House
6-Tower
Toad House
6-4
6-2
6-1
6-3

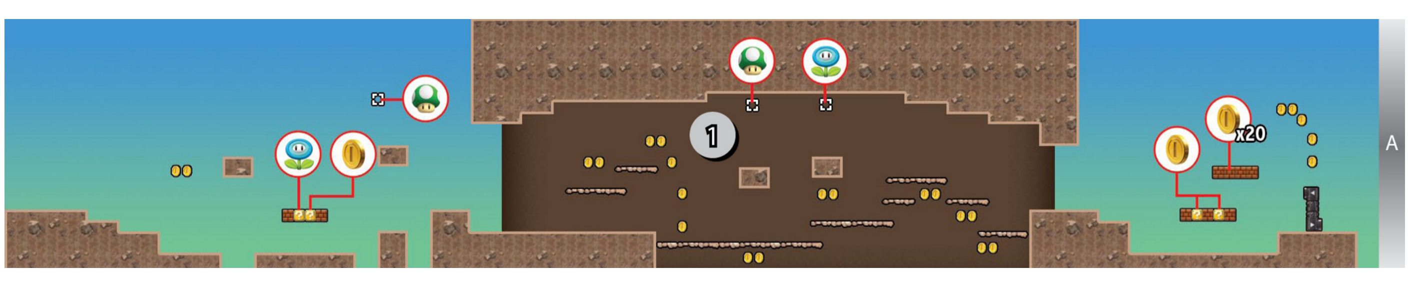
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
9	3	0	2	World 6-6	Morton Koopa

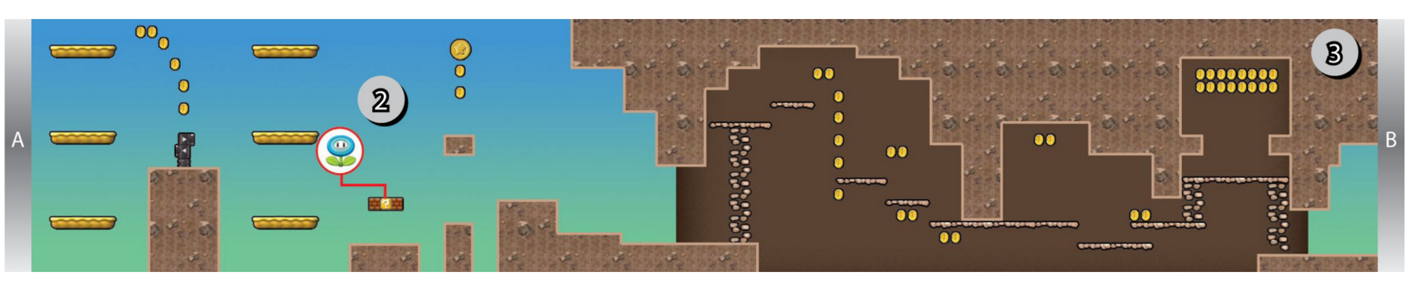


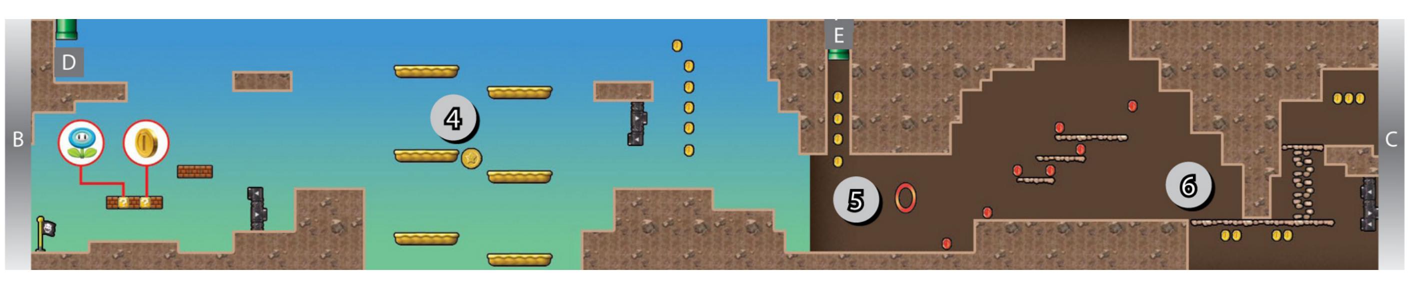


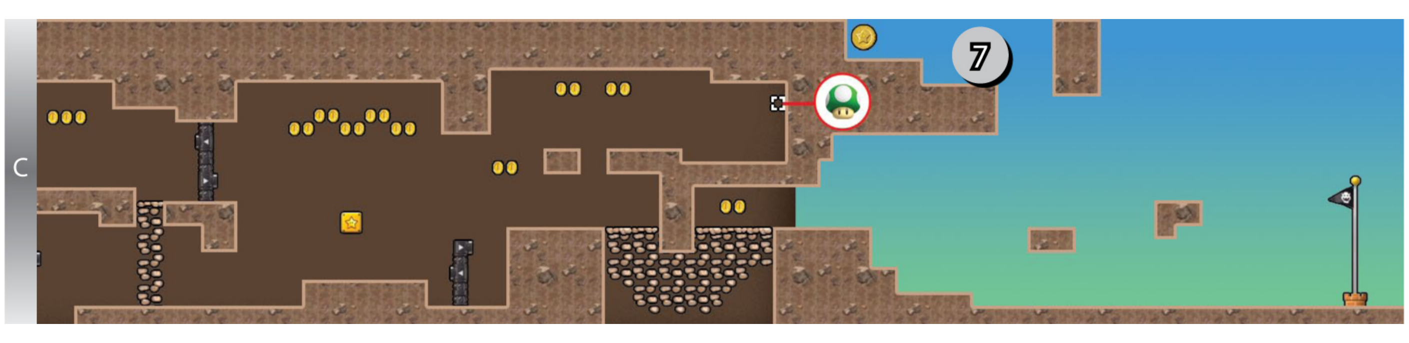
World 6-Rock World

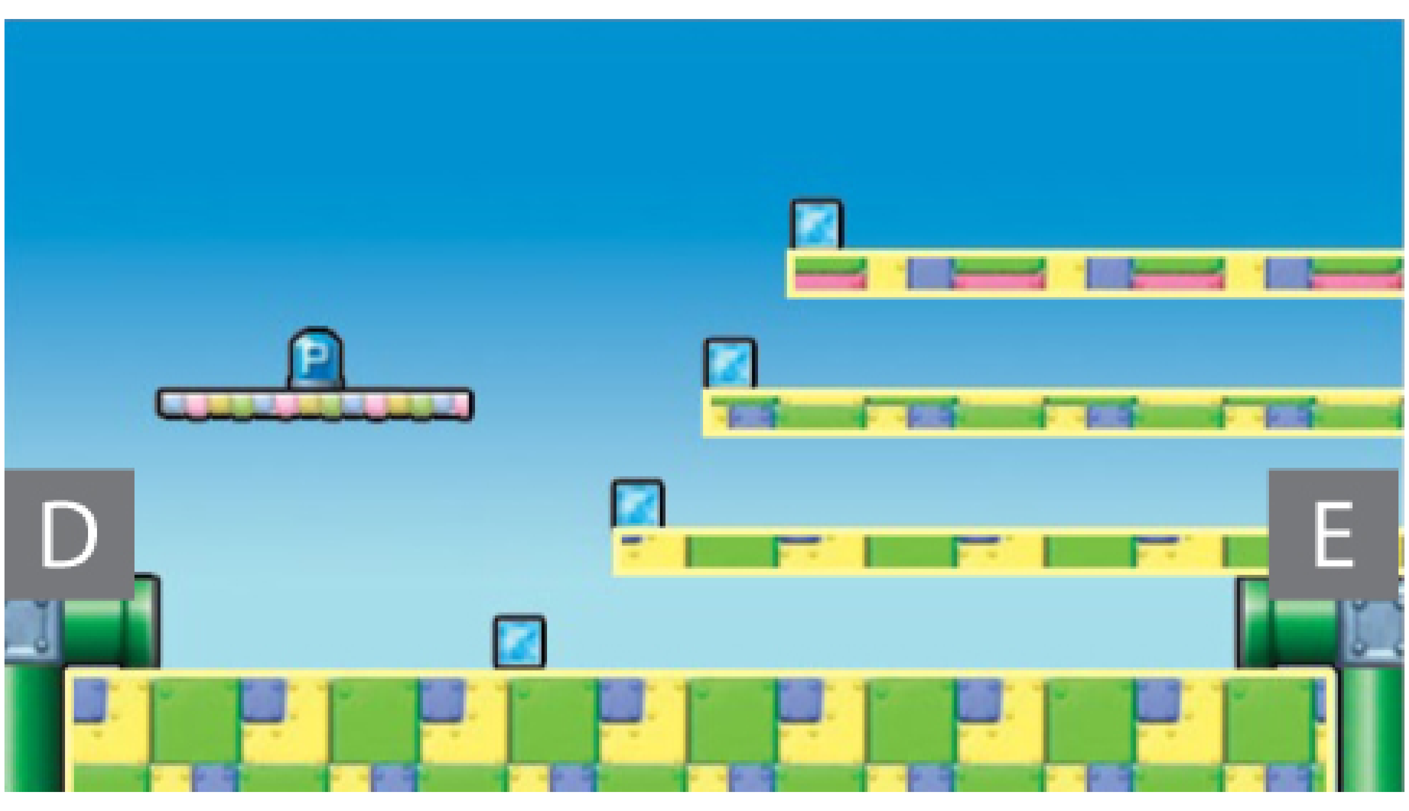
World 6-1

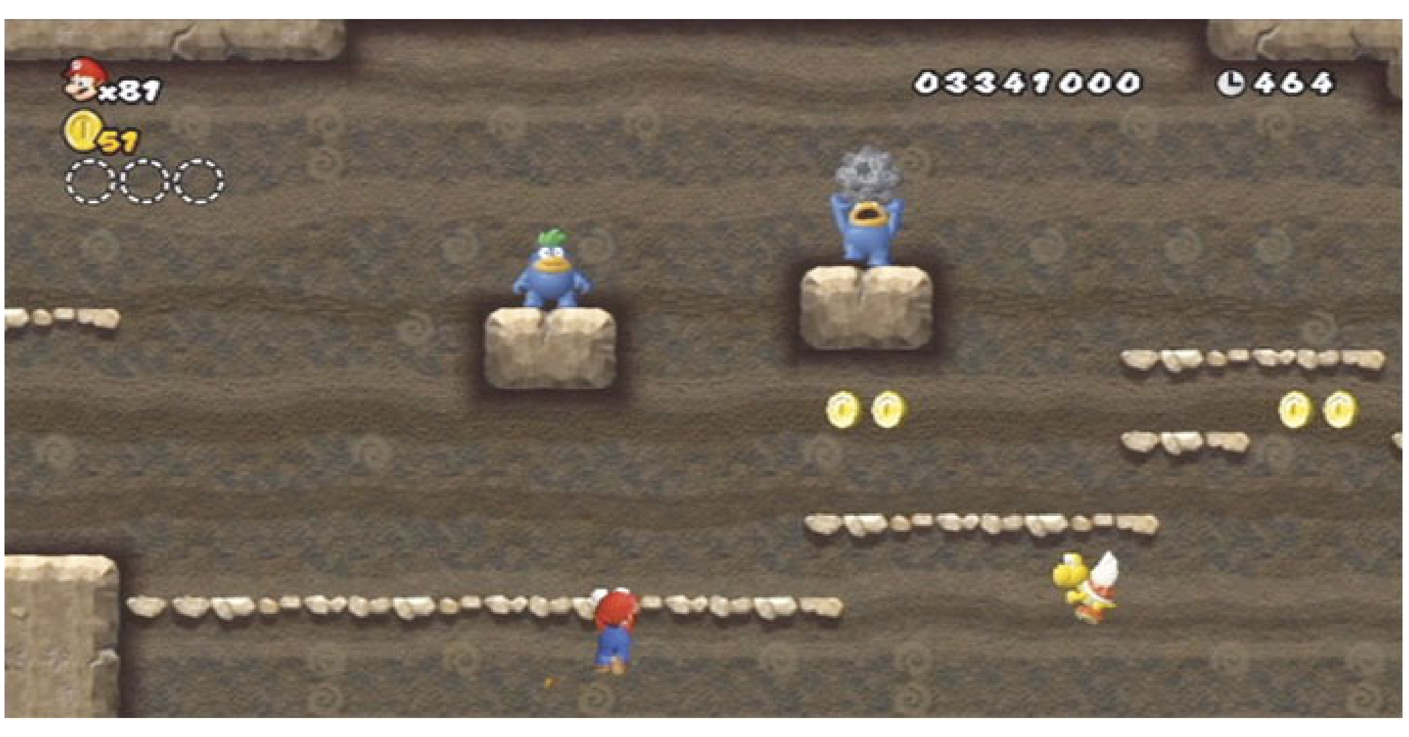






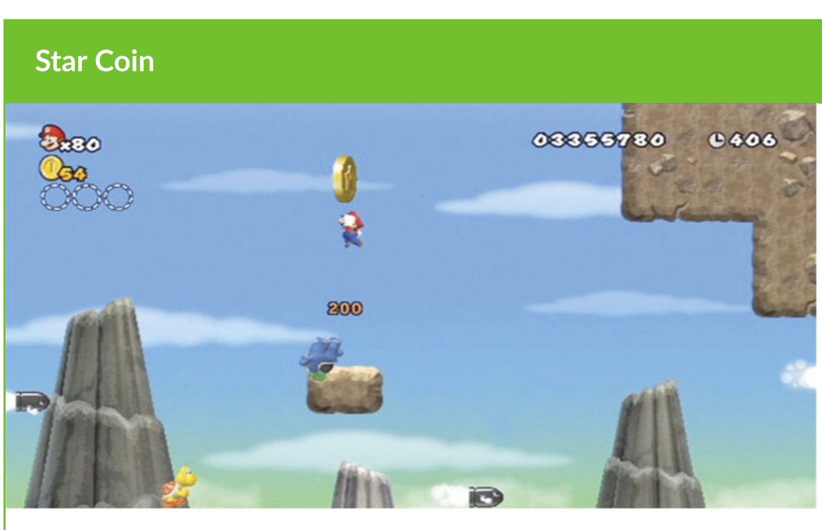




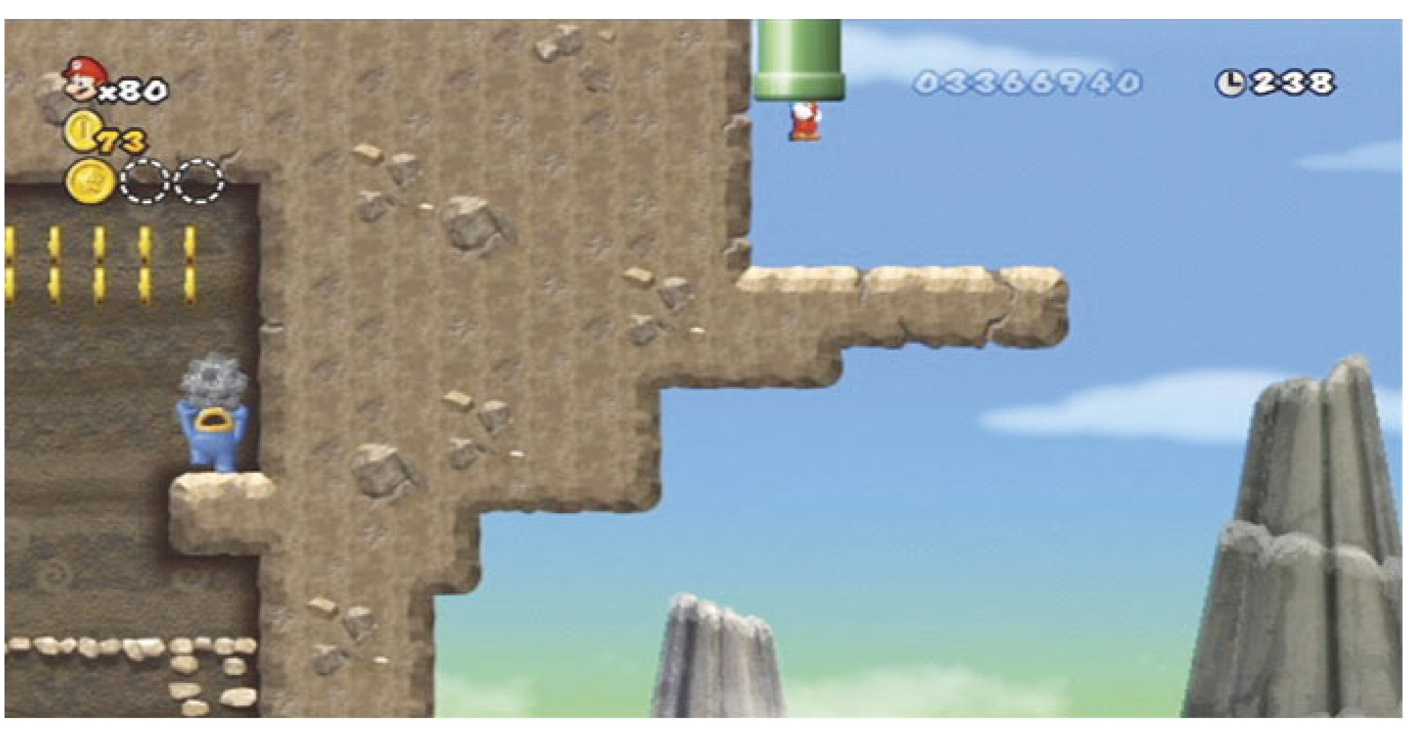


① Rather than shimmy past the Stone Spikes at Point 1, hang from the ledge from both hands and slide over after the spiked balls drop past you.

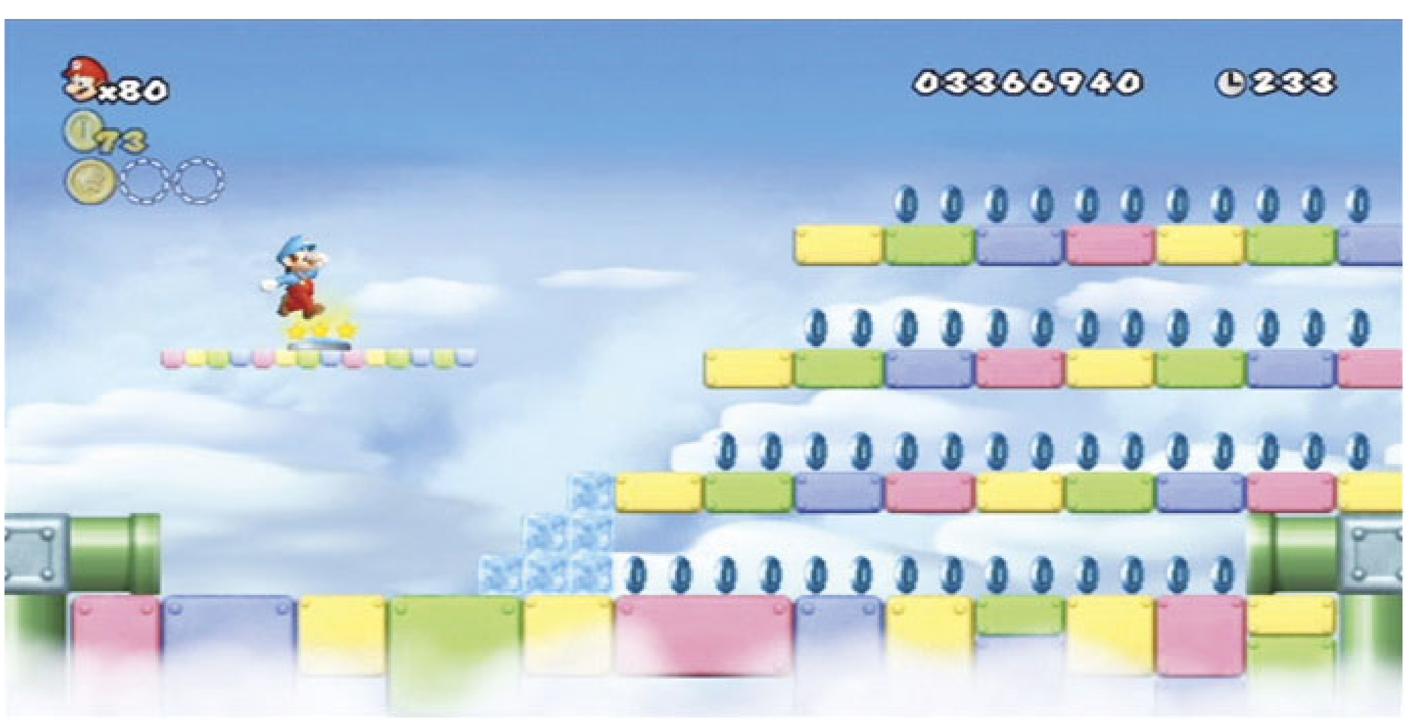
Star Coin



② Bounce off a Bullet Bill to reach the small ledge occupied by the Stone Spike. Wait for the Stone Spike to toss a spiked ball, then bounce off its head to reach the Star Coin.

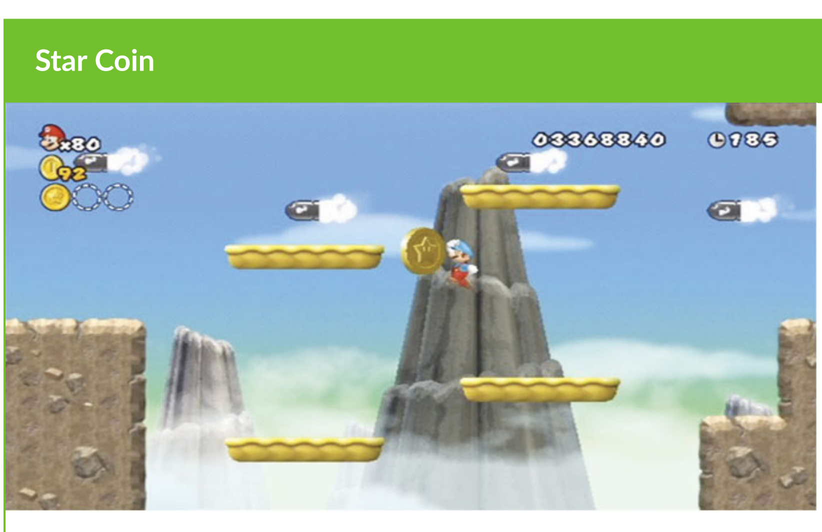


③ Climb onto the yellow platform to the right of Point 3, then run and jump left, across one platform onto a long rocky ledge. There is a pipe over the ledge.



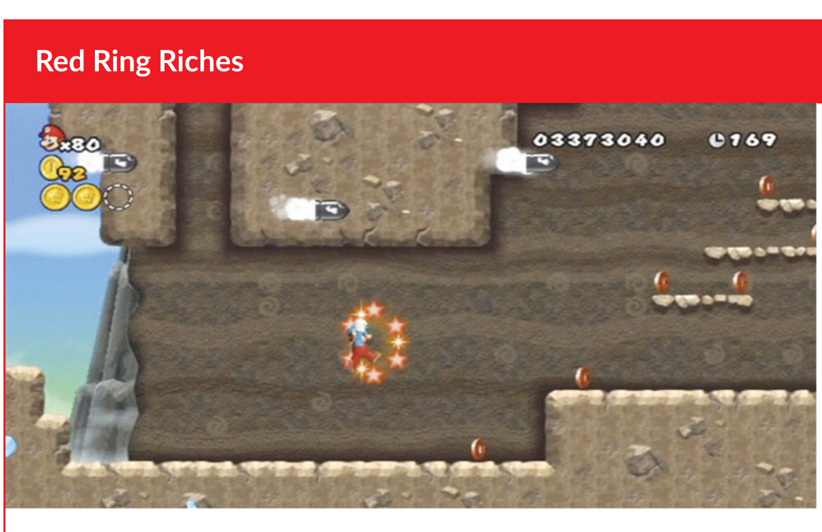
Jump up to go through it and find a room with a P Switch. Hit the P Switch and then grab as many blue coins as possible before going back down the pipe.

Star Coin

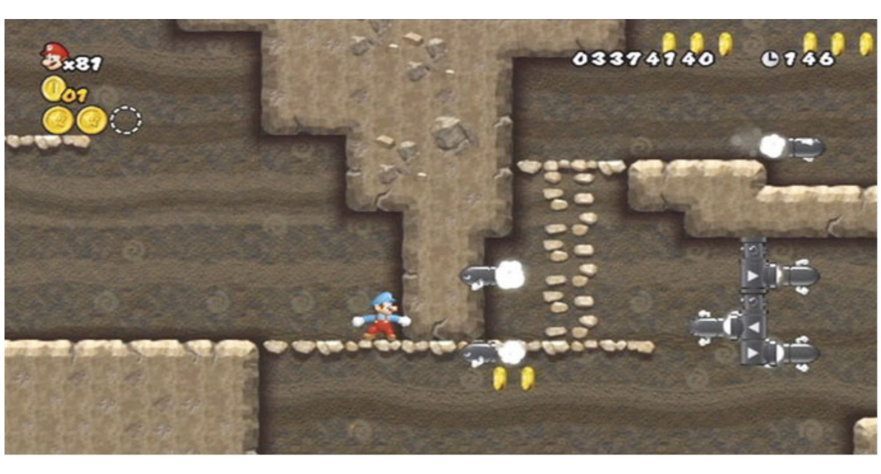


④ The next Star Coin is floating between the two yellow platforms at Point 4. Jump down from the one on the left and grab the Star Coin as you drop to the platform on the right.

Red Ring Riches



⑤ Pass through the Red Ring at Point 5. Hop up the ledges on the right to collect all eight red coins.

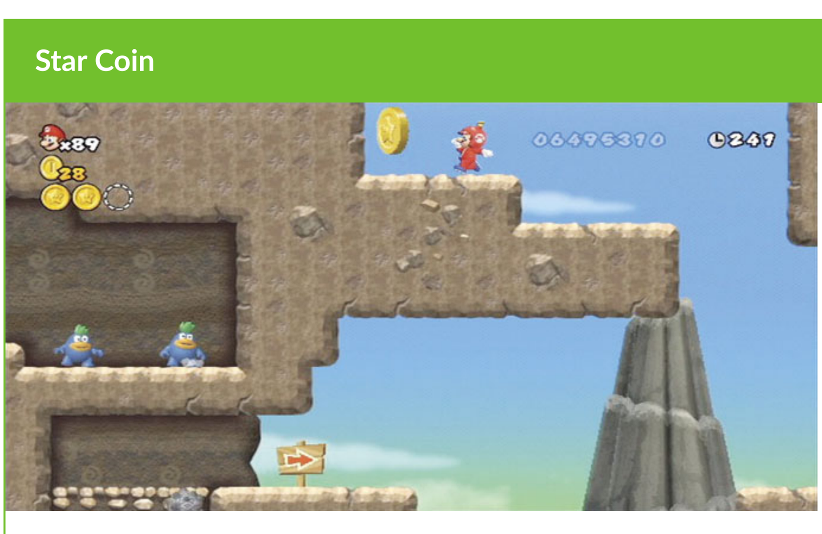


⑥ Watch the Bullet Bill cannon on the right as you traverse the ledge at Point 6. When it blasts two Bullet Bills at you, stand on the ledge to dodge them. Drop down as soon as they pass by you and cross the ledge as you hang from it.

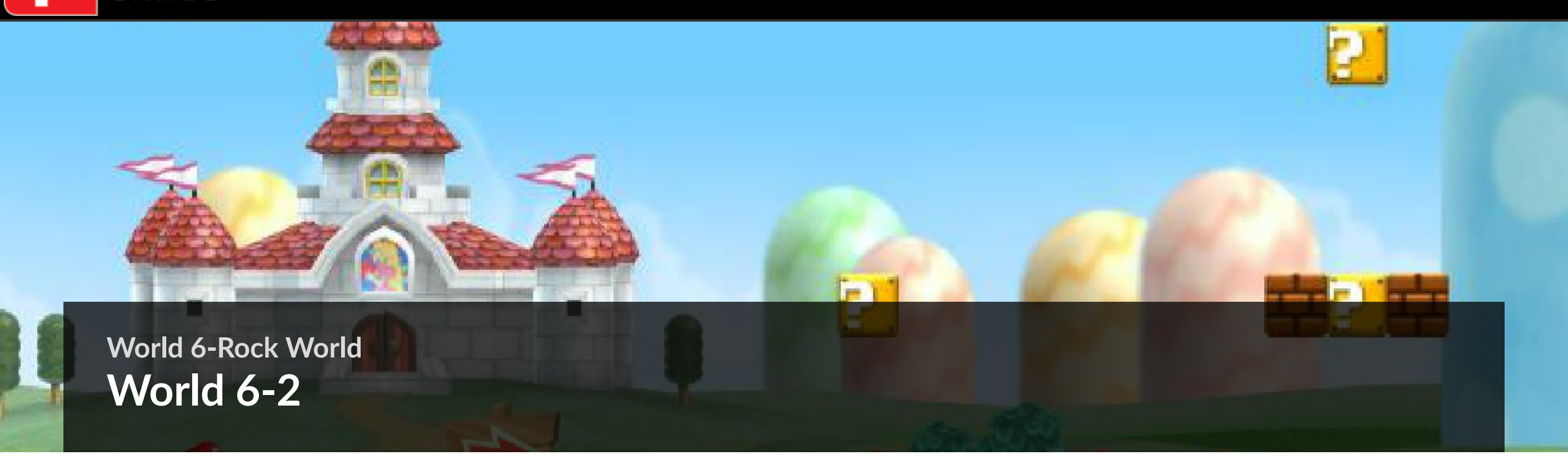
Tip

Watch out for Bullet Bills that run into each other. If they run into each other, they'll adjust each others' trajectories. If you fail to account for this change, you might end up running into one!

Star Coin

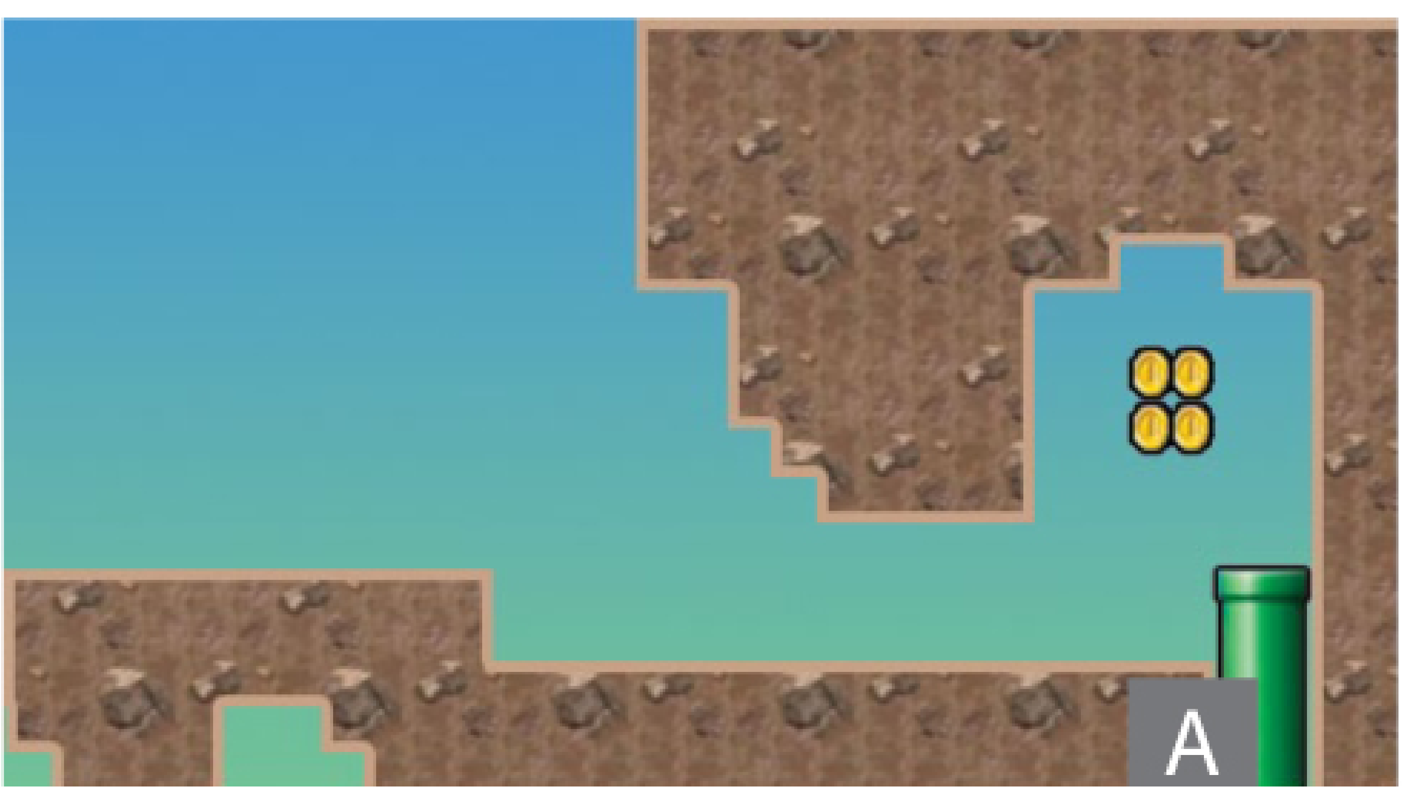


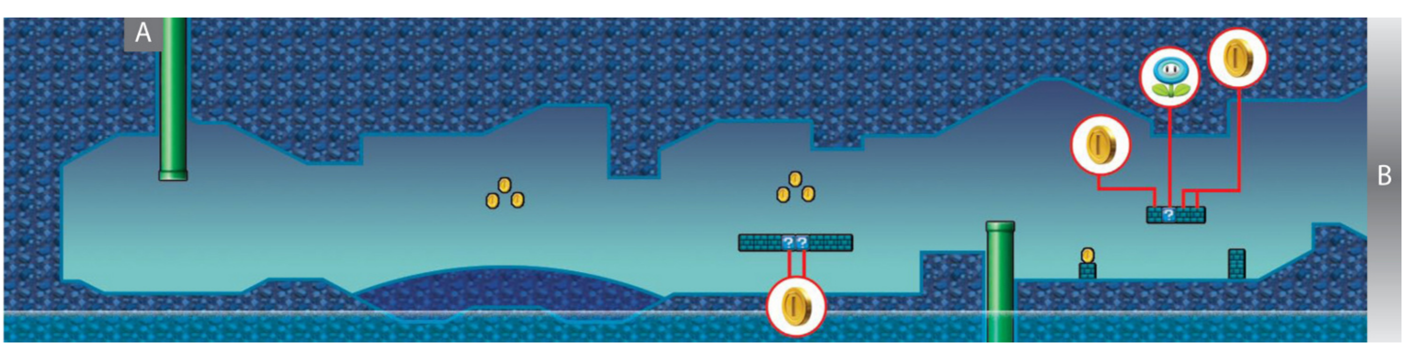
⑦ The final Star Coin is located on a ledge at Point 7. Use snowballs to freeze Bullet Bills in midair, then hop up them to reach the ledge. If you have the Propellerhead power-up, you can also zoom up to the ledge with ease. Or you can time a passing Bullet Bill to Wall-Jump into the alcove.

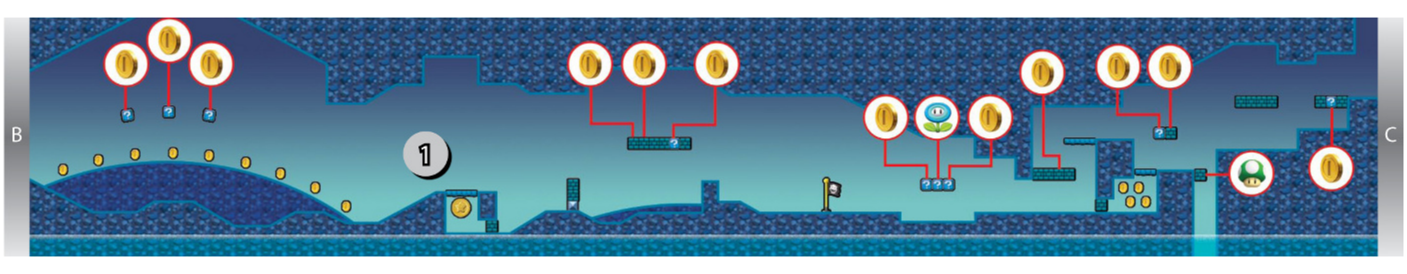


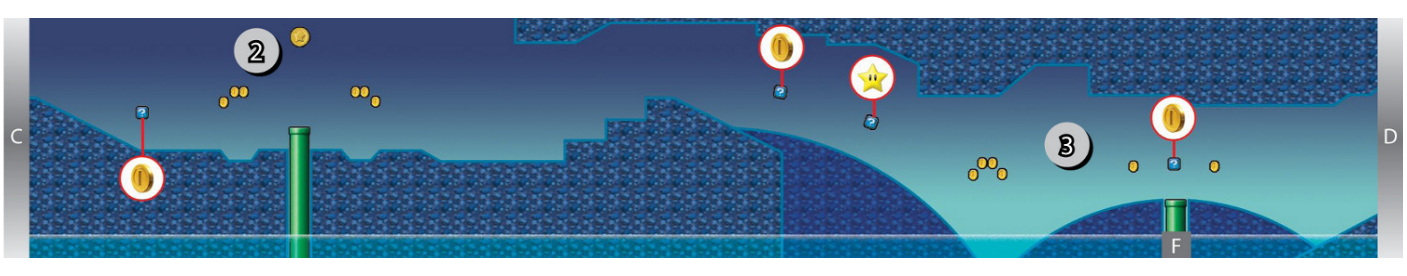
World 6-Rock World

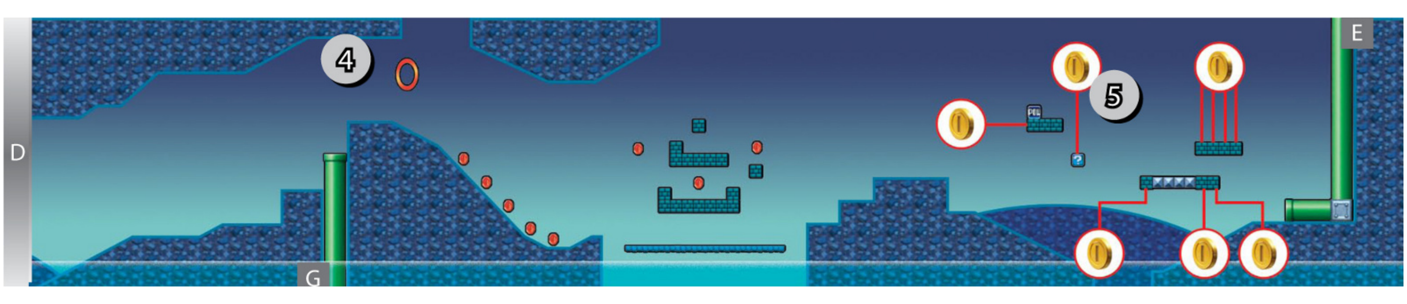
World 6-2

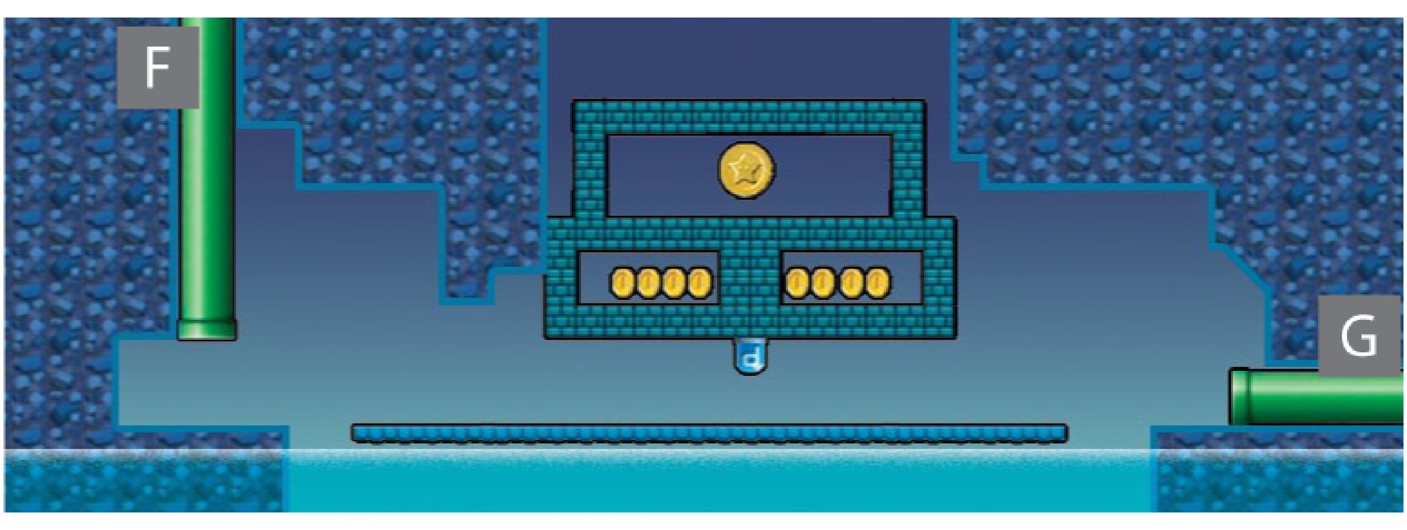


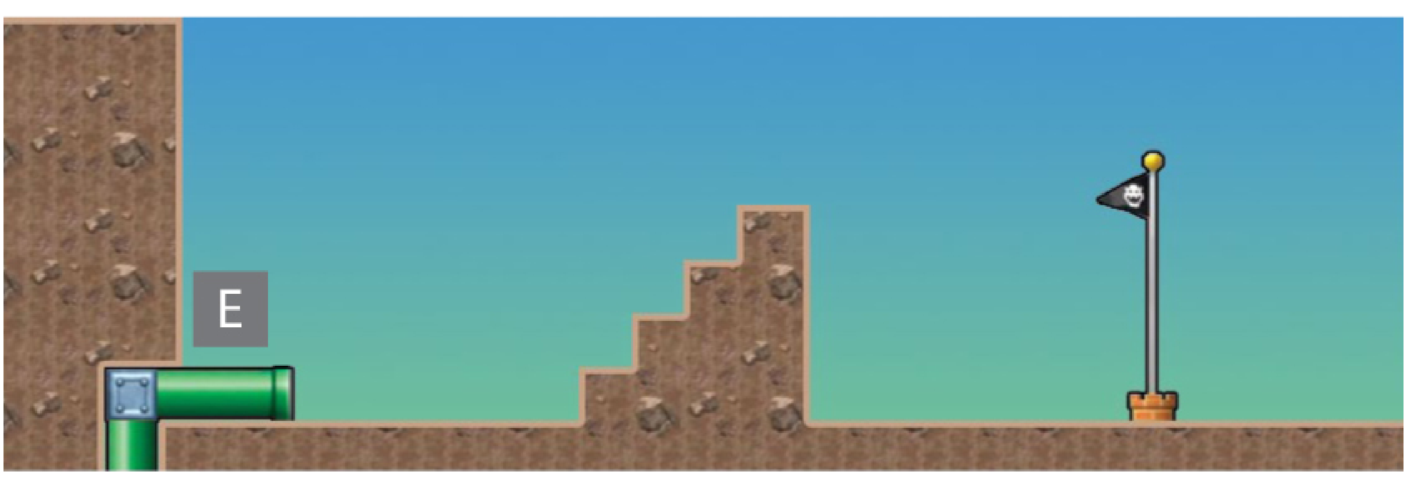




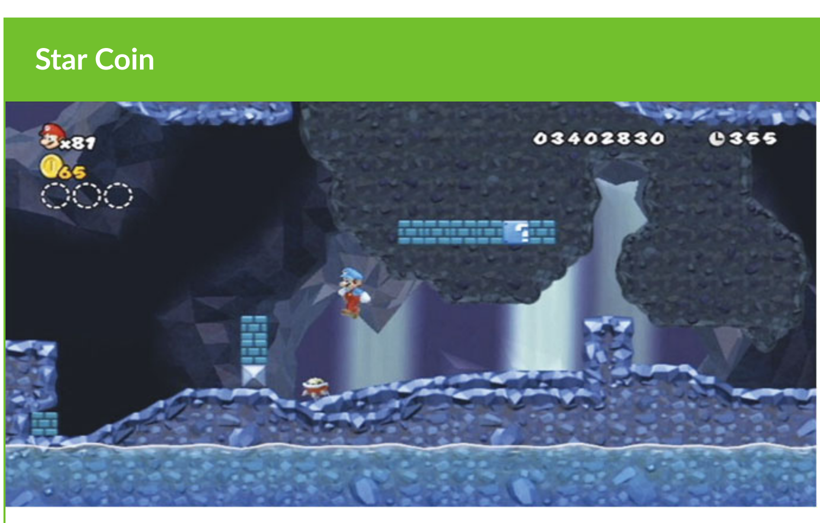




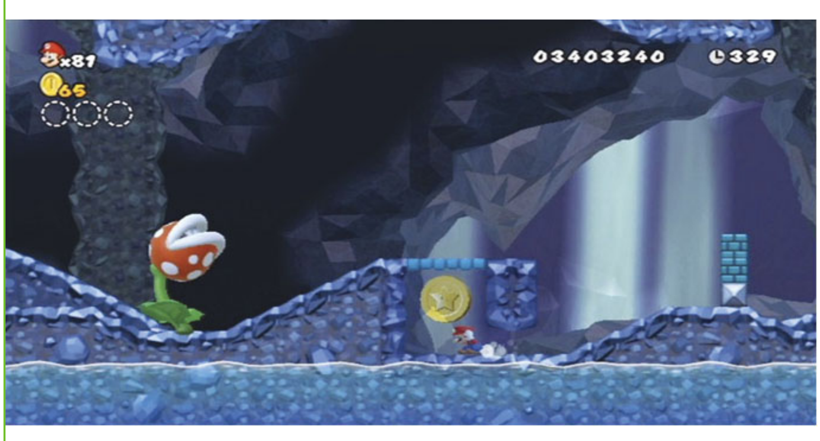




Star Coin

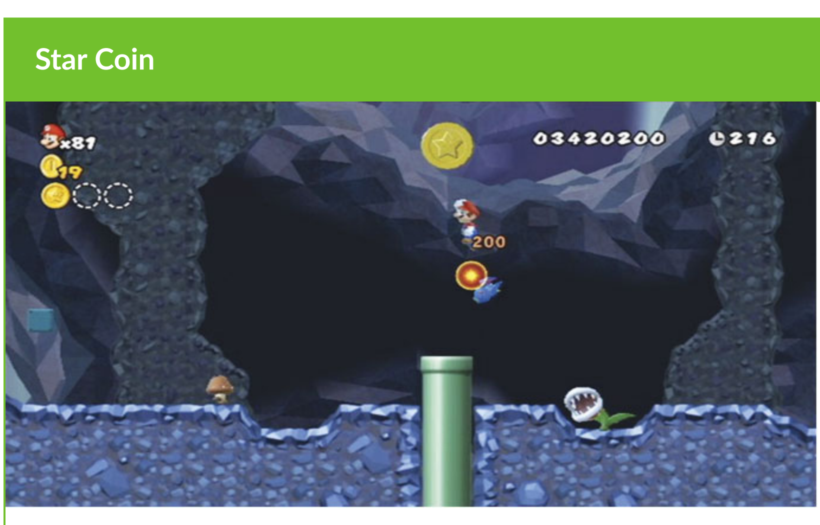

x81
65
03402830
355

① Coax the Spiny at Point 1 to drop. When it does, bounce on it to make it stop sliding back and forth, then pick it up. Turn left and toss it at the Brick at the base of the wall on the left.


x81
65
03403240
329

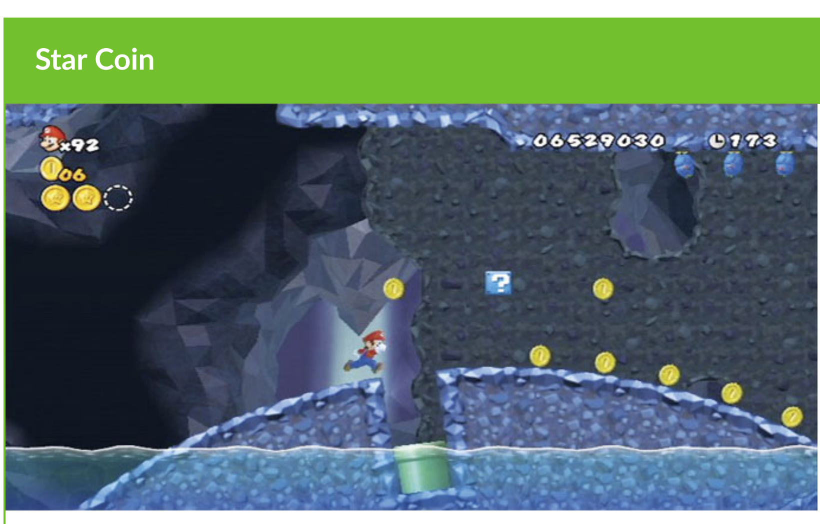
After the Spiny breaks through the Brick, remove the Spiny and slide under the gap it created. You'll slide into a secret area with the first Star Coin.

Star Coin

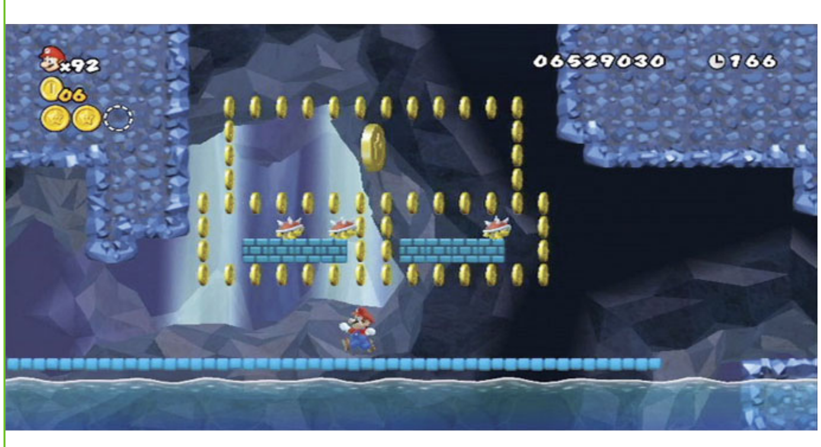

x81
19
03420200
216
200

② To grab the second Star Coin, freeze the Piranha Plant that pops out of the pipe under the Star Coin, then jump up to grab it. If you don't have the Ice Flower power-up, walk to the right a bit until you find some Swoops hanging from the ceiling. Coax them to chase you left, then jump off the Swoops to reach the Star Coin.

Star Coin

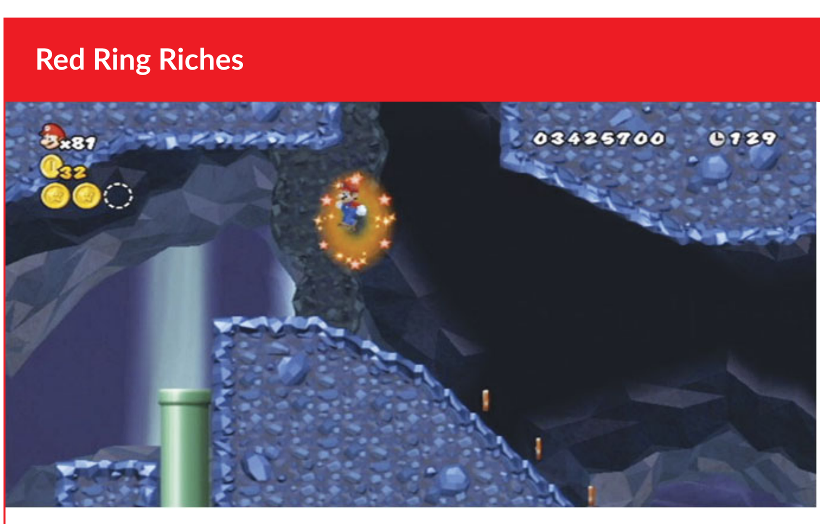

x92
06
06529030
173

③ Wait for the spinning section at Point 3 to turn right and expose a green pipe, then go through it.

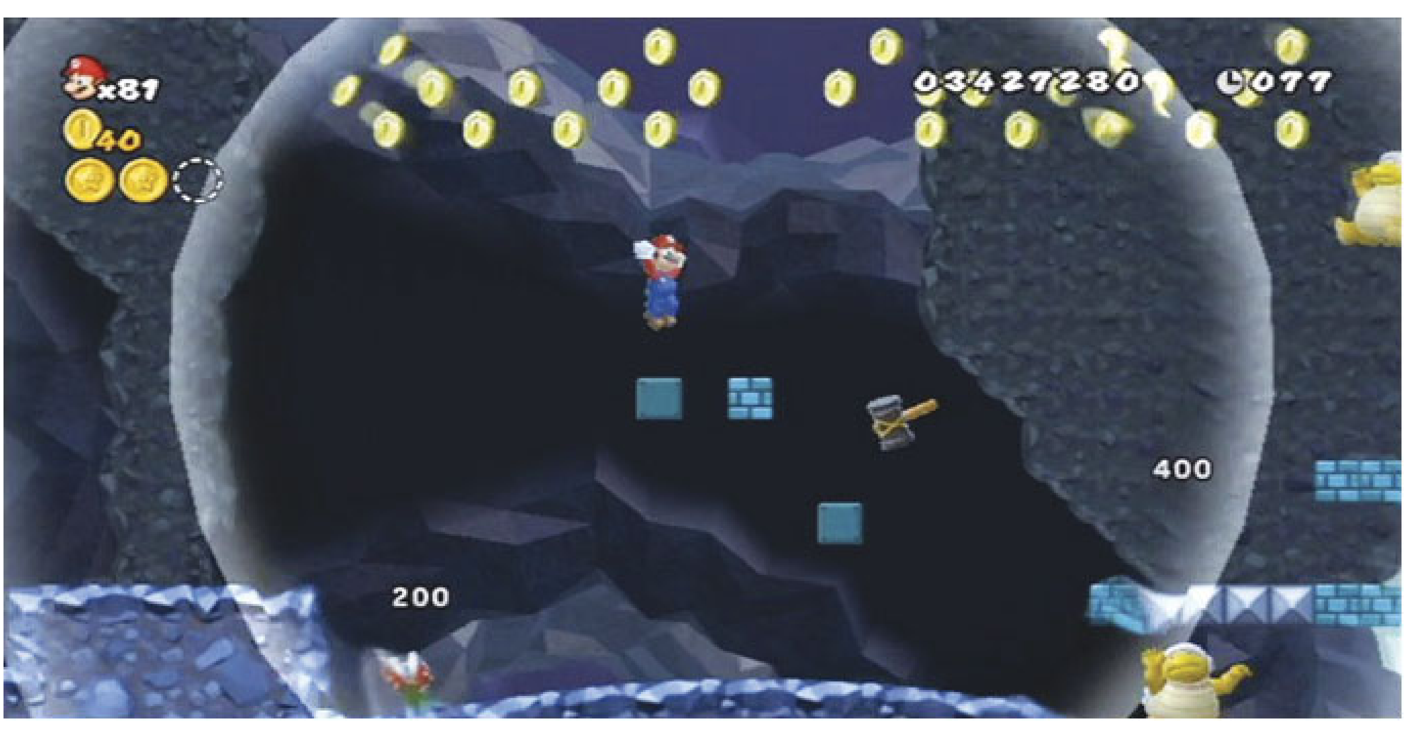

x92
06
06529030
166

In the next room, hit the P Switch to transform the Blocks into coins, then jump up to grab the last Star Coin! Be patient, the pipe can take a long time to appear.

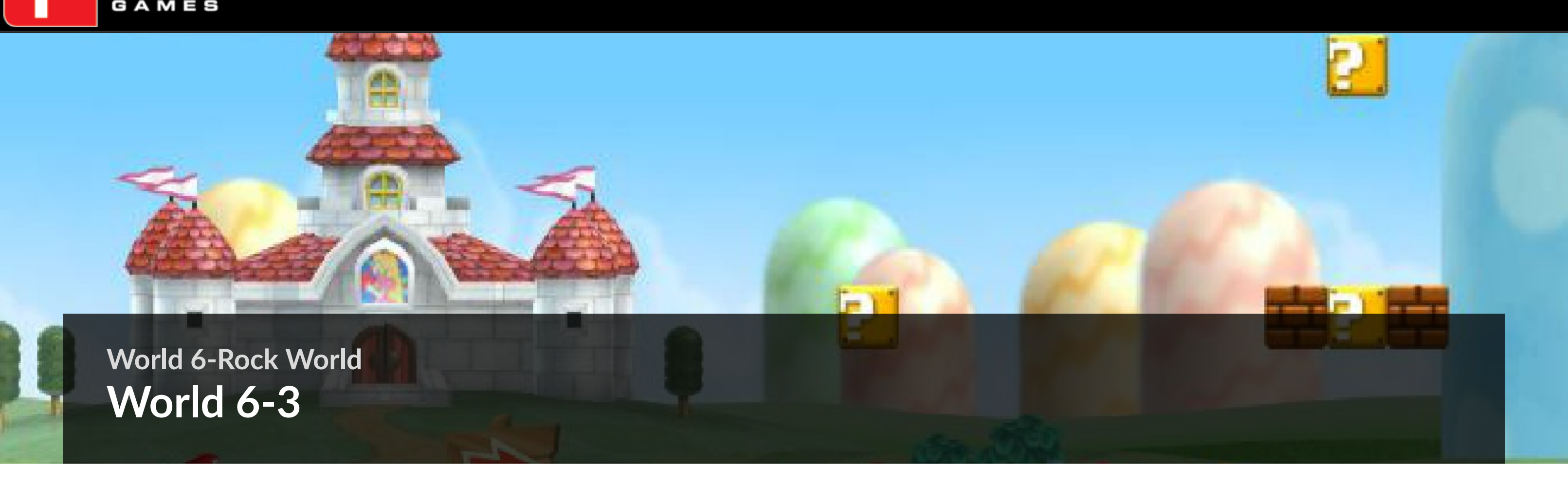
Red Ring Riches


x81
32
03425700
129

④ Pass through the Red Ring and slide down the hill on the right to grab the first five red coins. As you hit the bottom of the hill, you'll go flying onto a row of Blocks with the last three red coins.

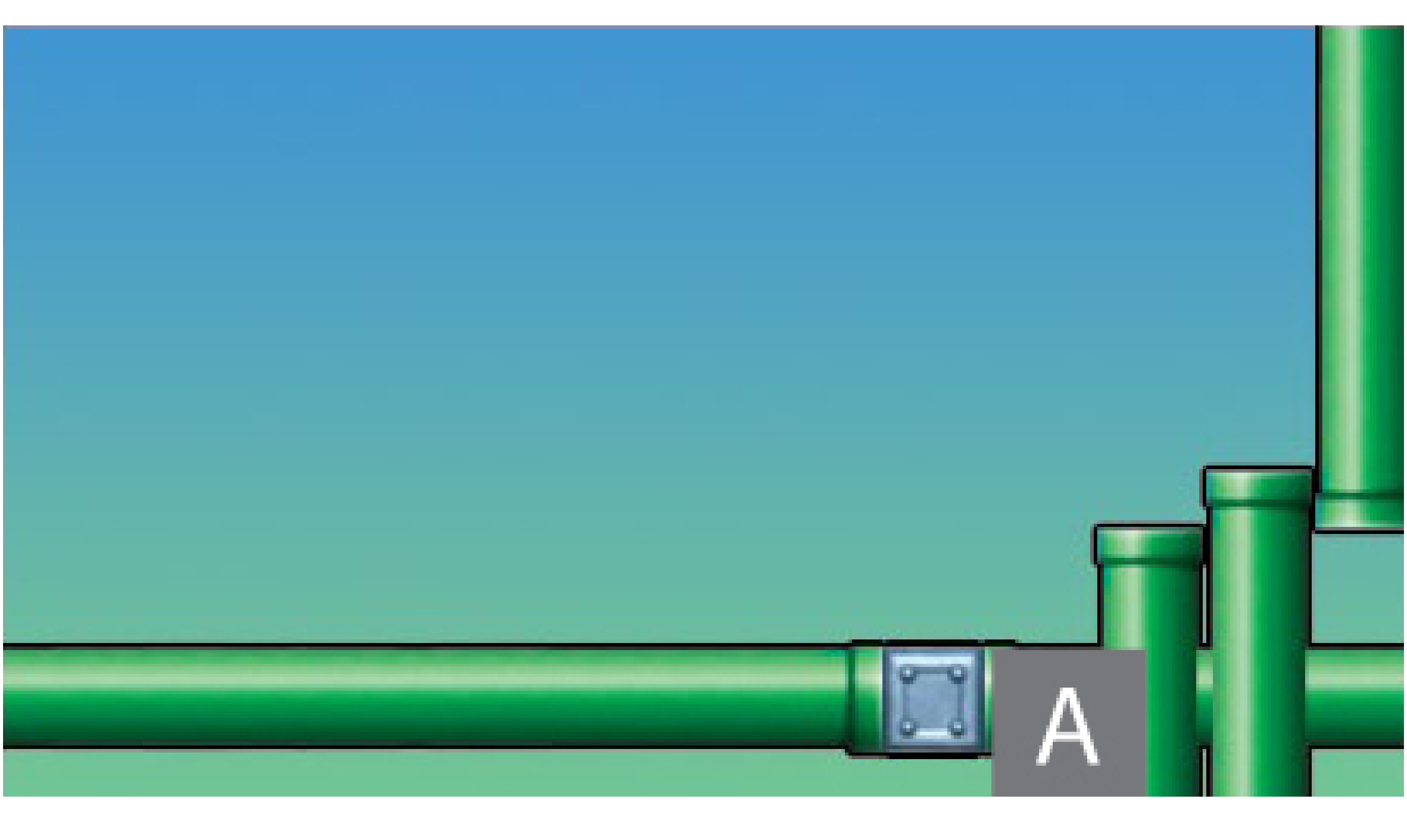

x81
40
03427280
077
200
400

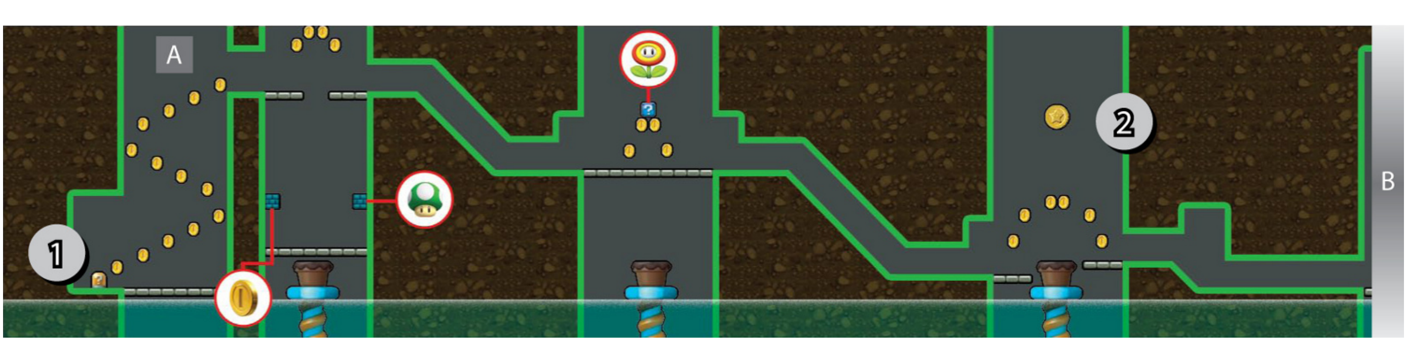
⑤ Use the POW Block at Point 5 to dispatch the two big Sumo Bros. and force several coins to drop from above.

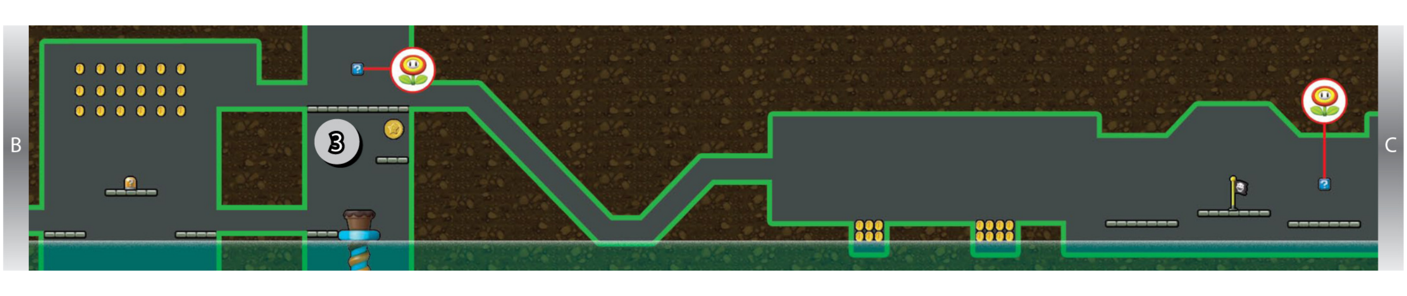


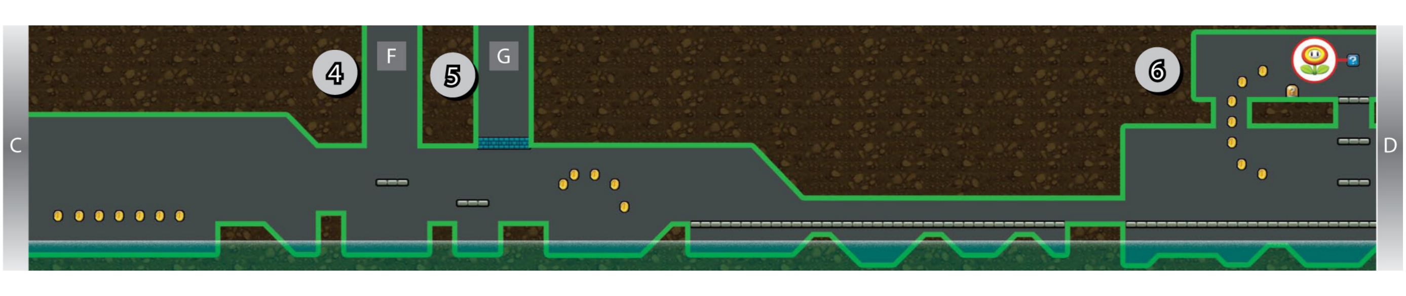
World 6-Rock World

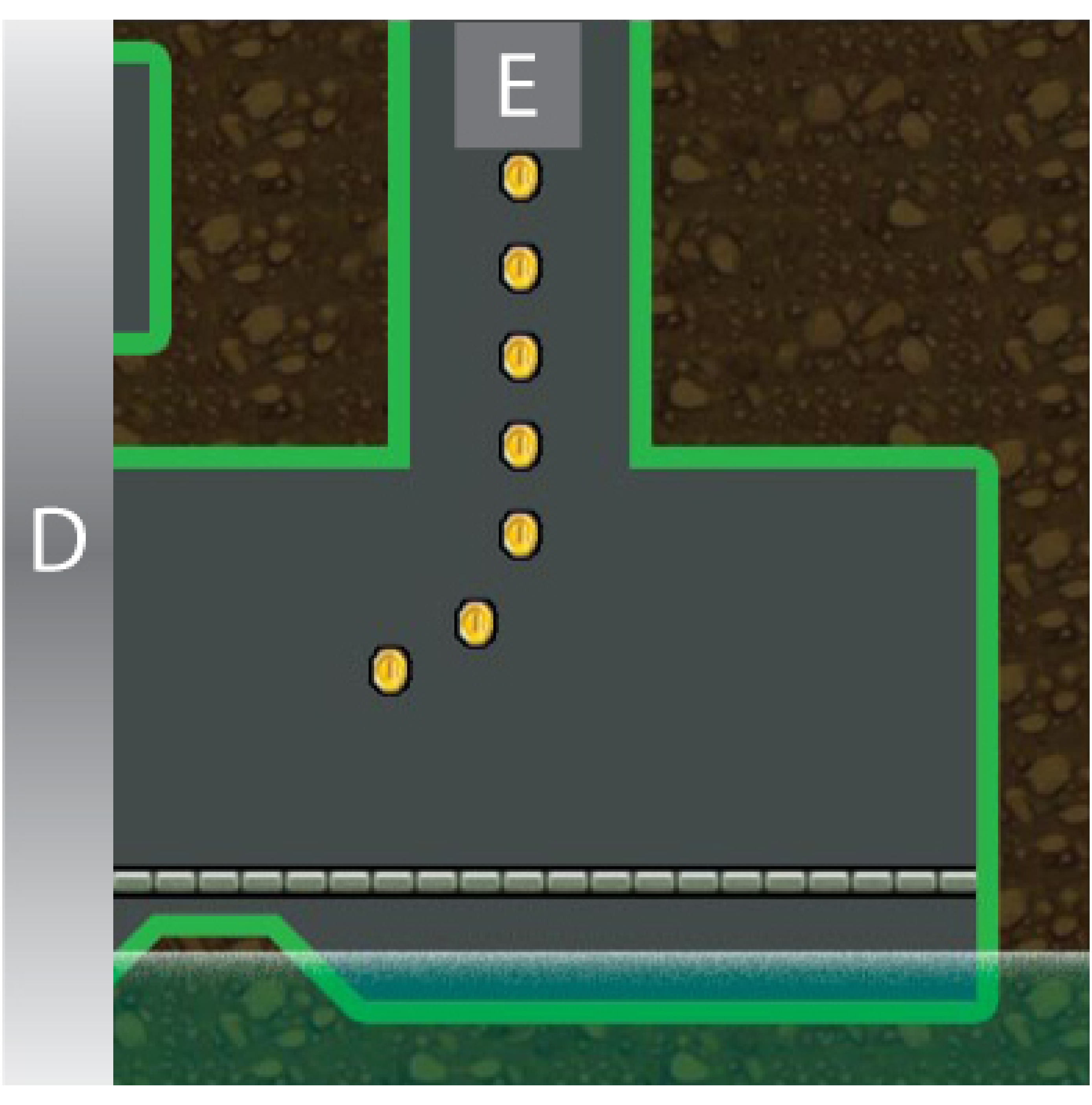
World 6-3

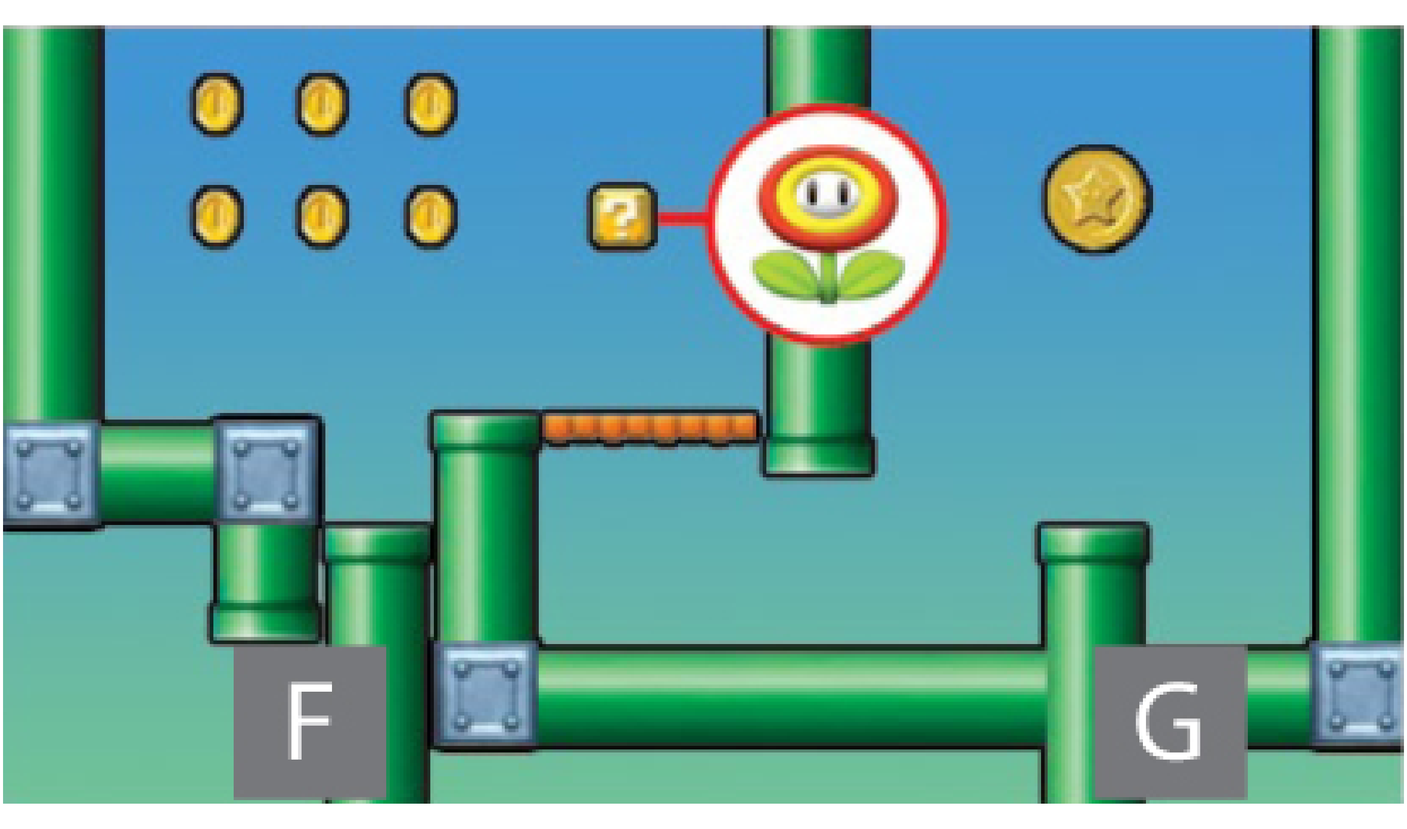


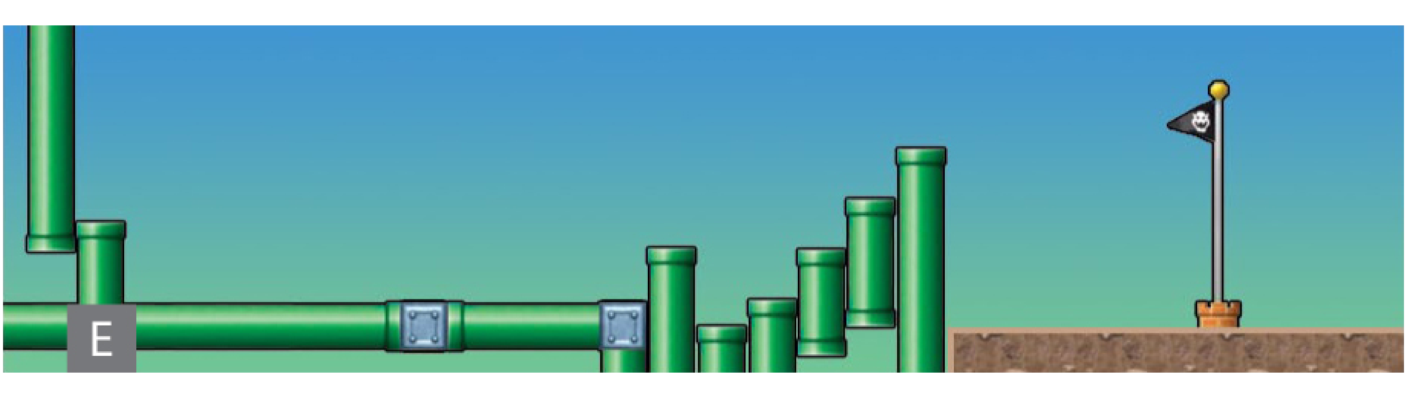


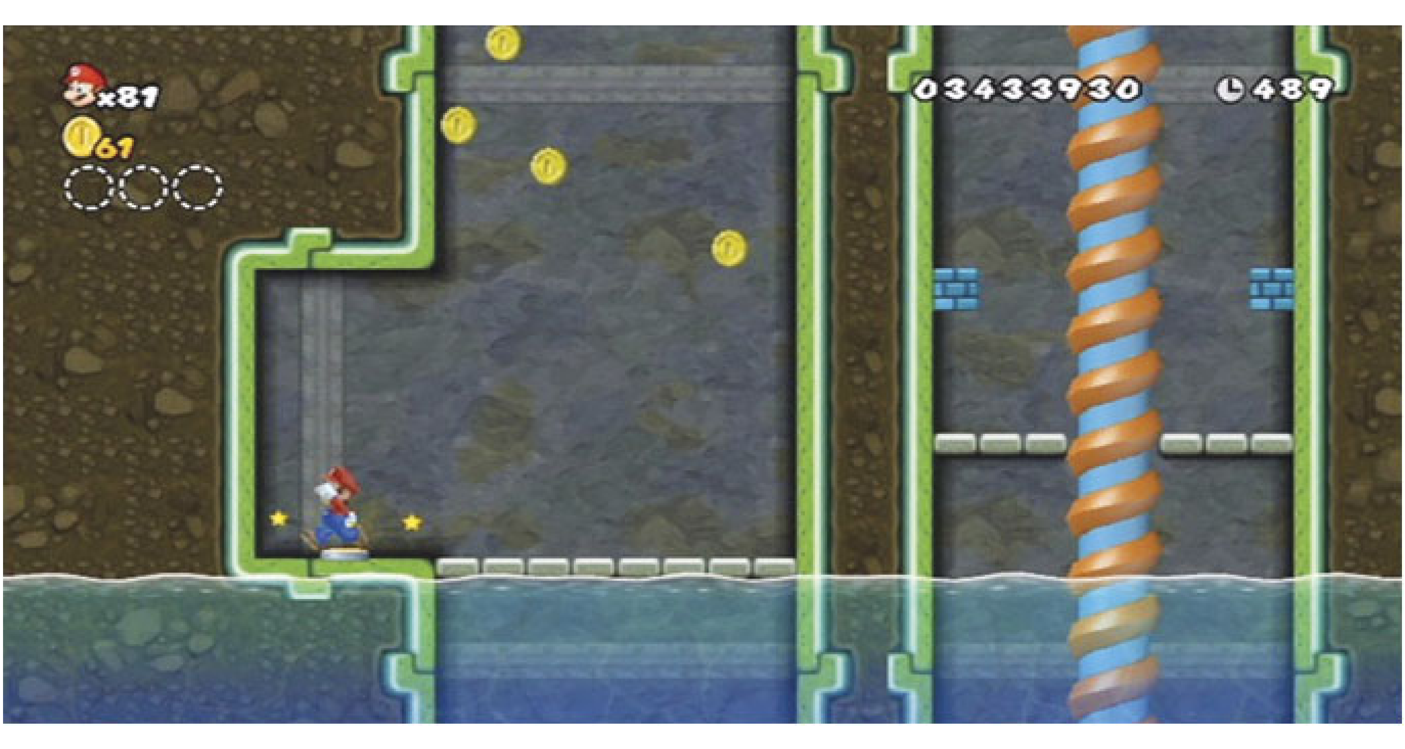






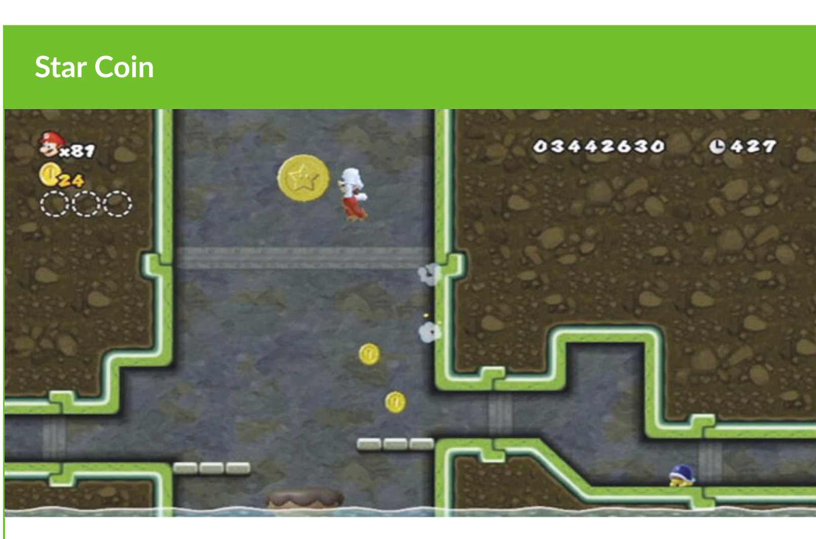






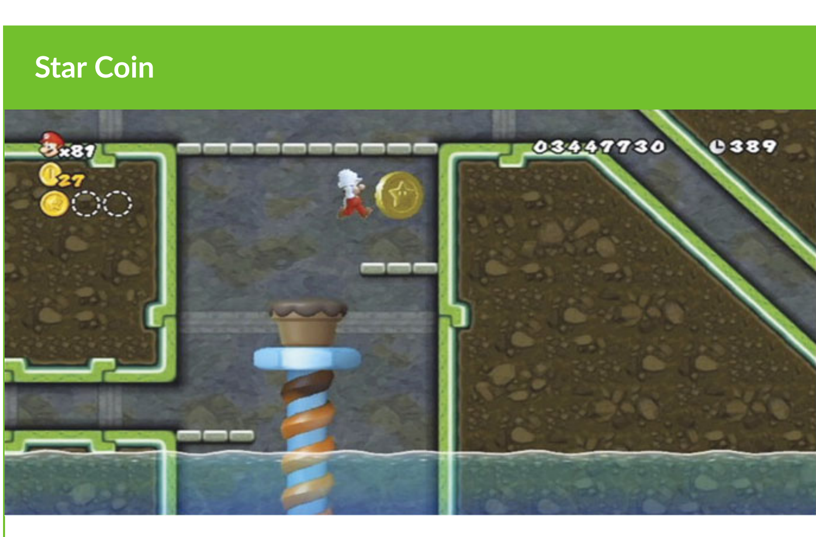
① Hit the ? Switch at the bottom of the long drop at Point 1 to fill the level with water. Swim up to the surface of the water before it drains and you drop back down.

Star Coin

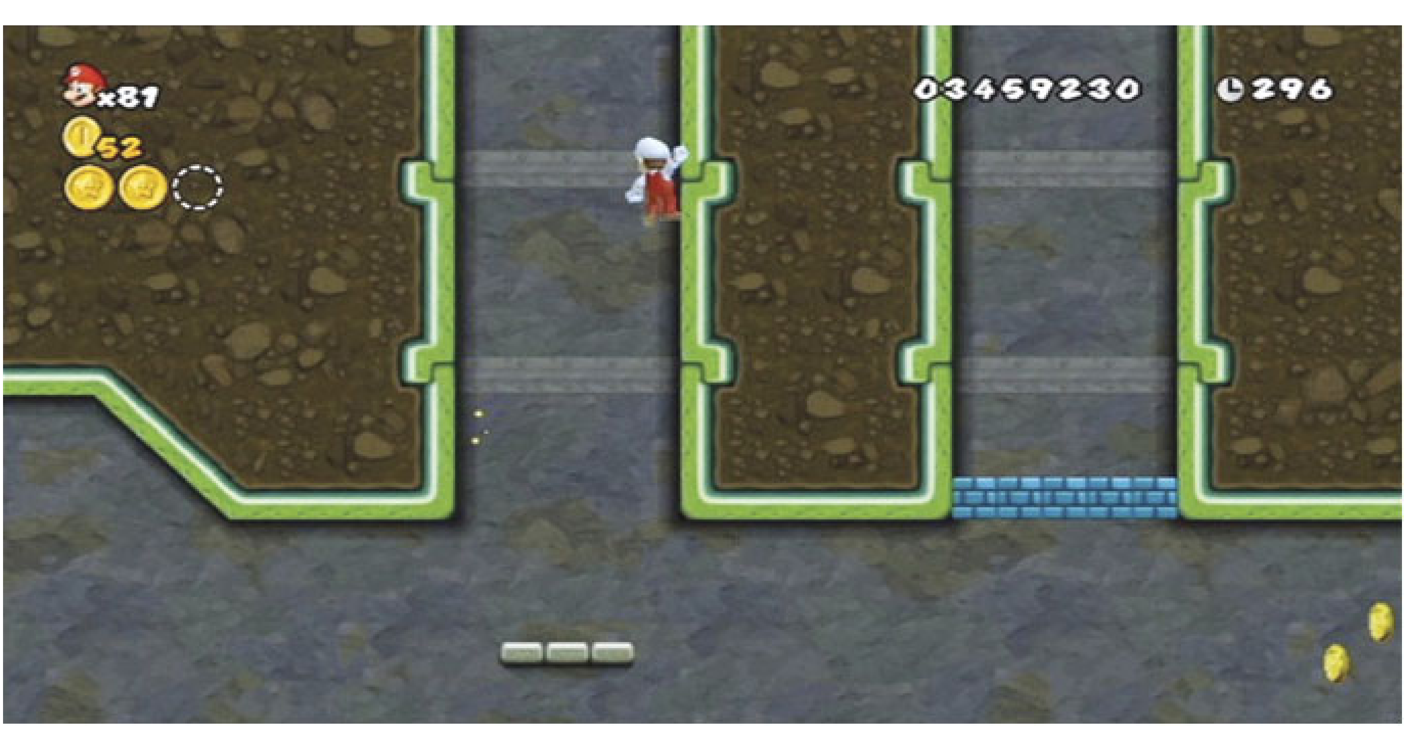

x81
24
03442630
427

② At Point 2, eliminate the Super Piranha Plant then ride the empty flower pot as it rises into the air. At its apex, Wall-Jump off the side wall and grab the Star Coin overhead.

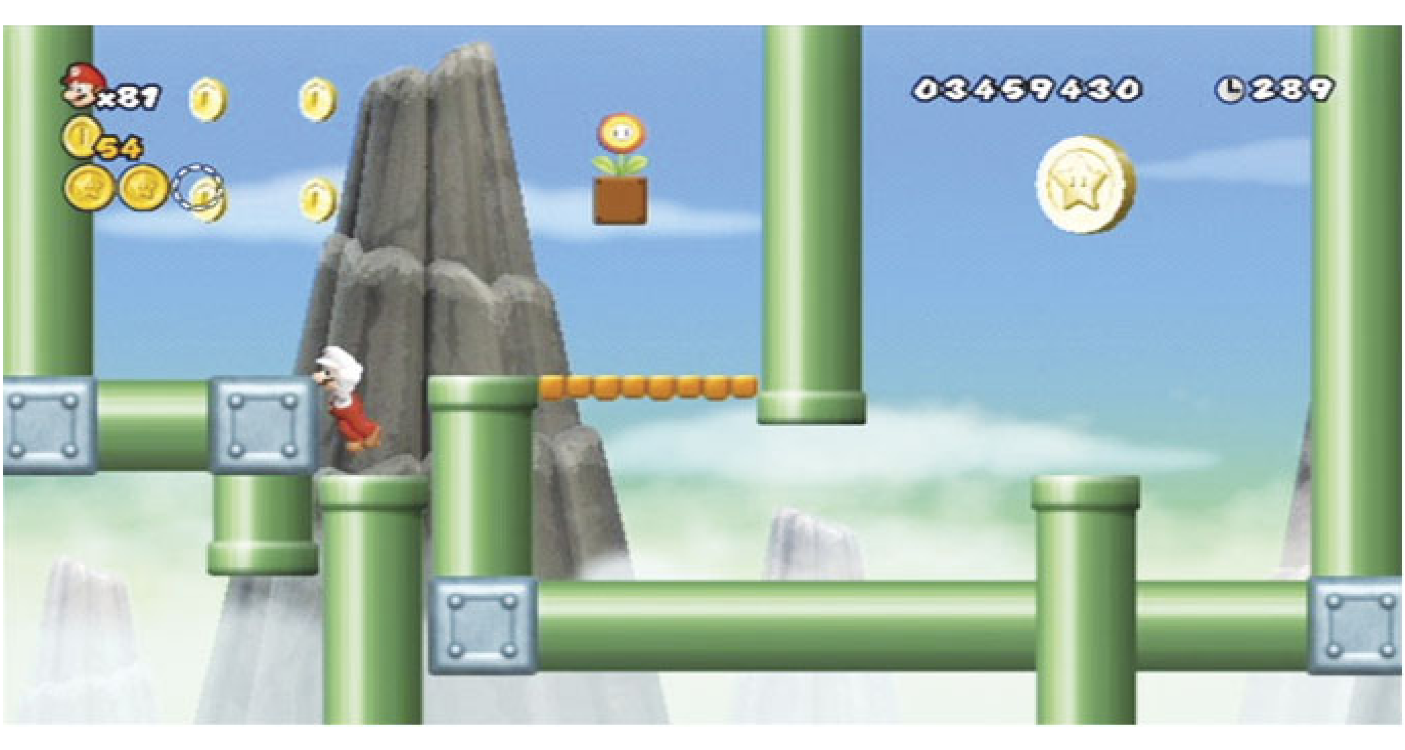
Star Coin


x81
27
03447730
389

③ At Point 3, you can either hit the ? Switch to fill the level with water and swim up to the Star Coin, or eliminate the Super Piranha Plant and ride the flower pot up to the Star Coin.

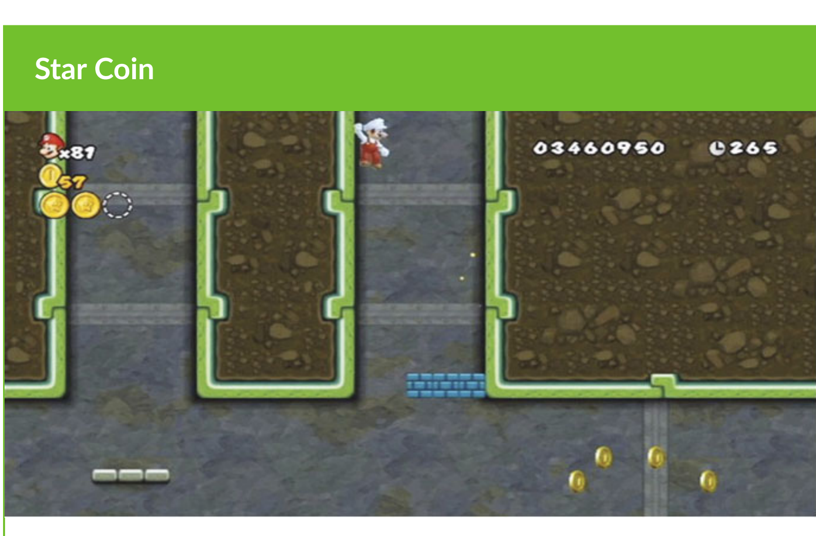

x81
52
03459230
296

④ Wall-Jump up the gap at Point 4 to find a secret area with several coins and a power-up.

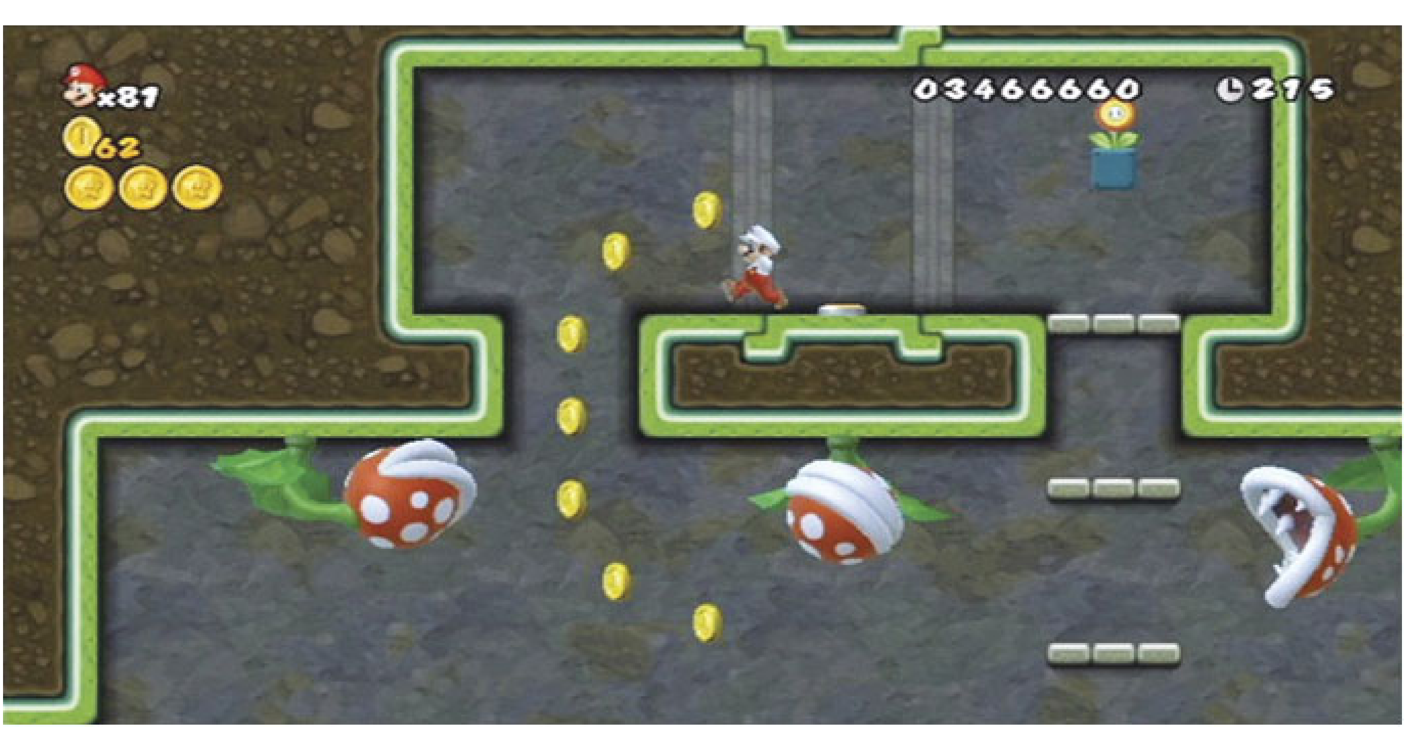

x81
54
03459430
289

On the other side of the pipe is the next Star Coin, but you'll need to get to it by a different route.

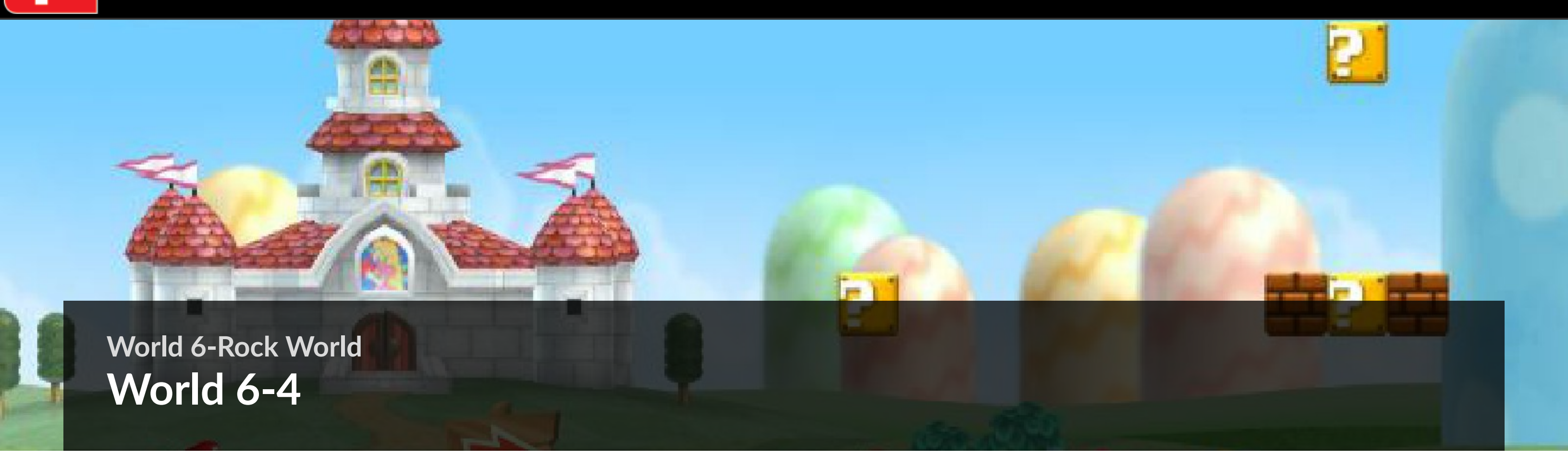
Star Coin


x81
57
03460950
265

⑤ Dispatch the Super Piranha Plant hanging from the roof at Point 5, then break the bricks above you. Wall-Jump up the gap to access the room at Point 4, but this time do so on the opposite side of the pipe where the Star Coin is!

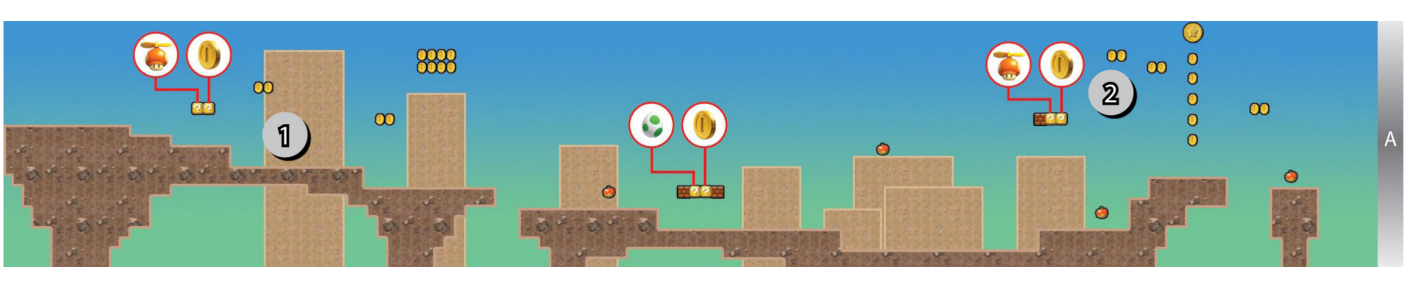

x81
62
03466660
215

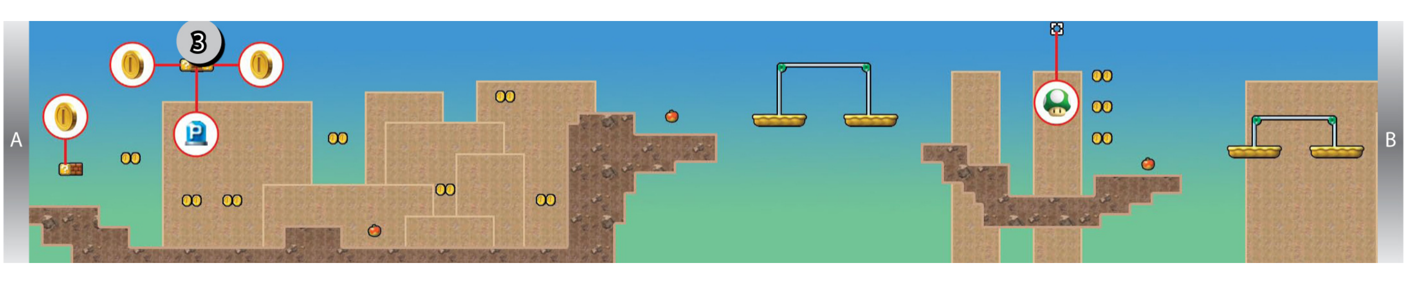
⑥ Hit the ? Switch at Point 6 to fill the room with water. Swim down and around as you grab the coins. Follow the coins up the gap to the level's exit.

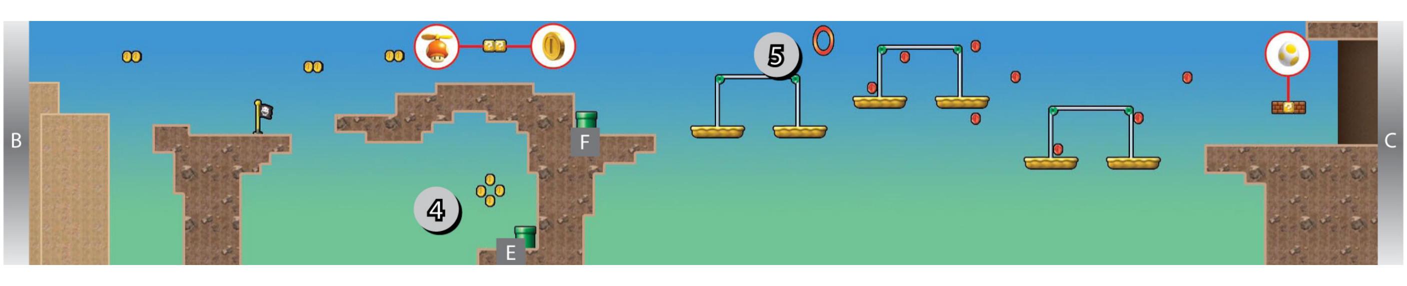


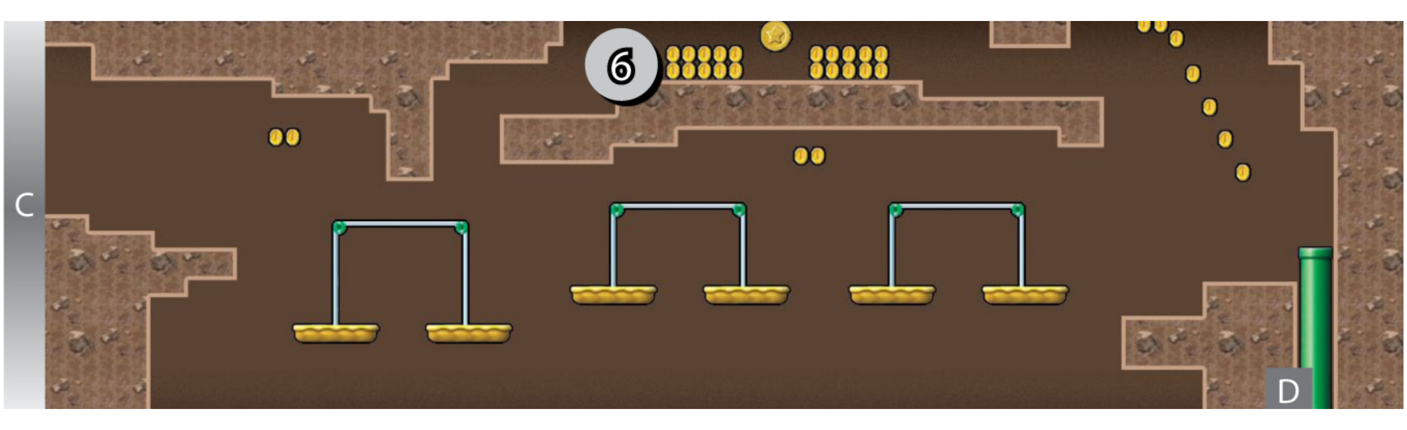
World 6-Rock World

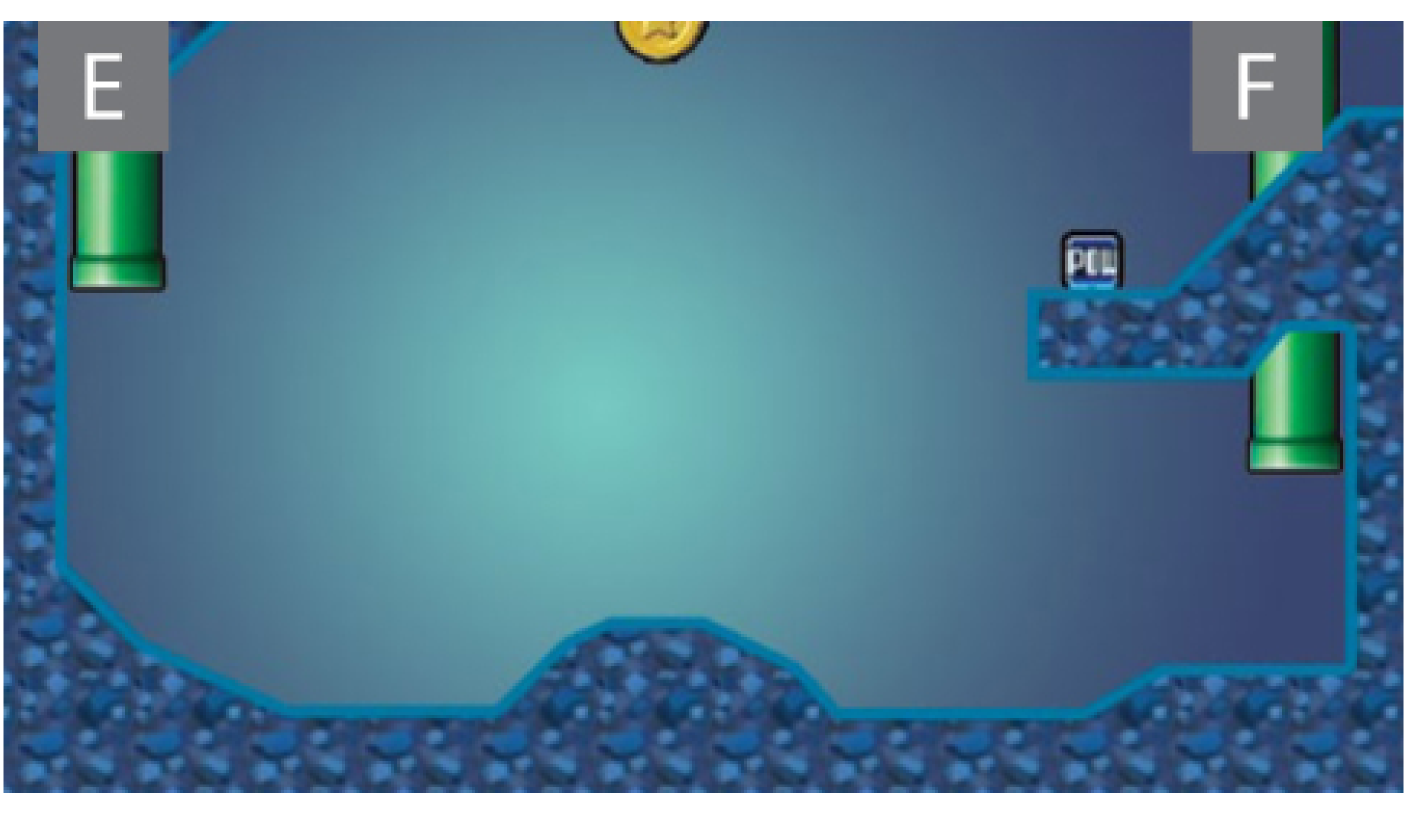
World 6-4

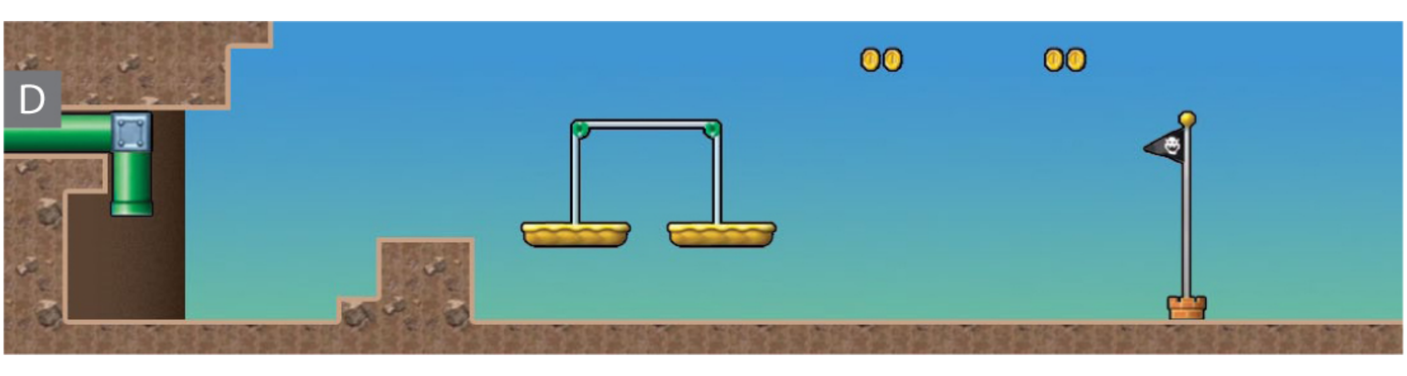


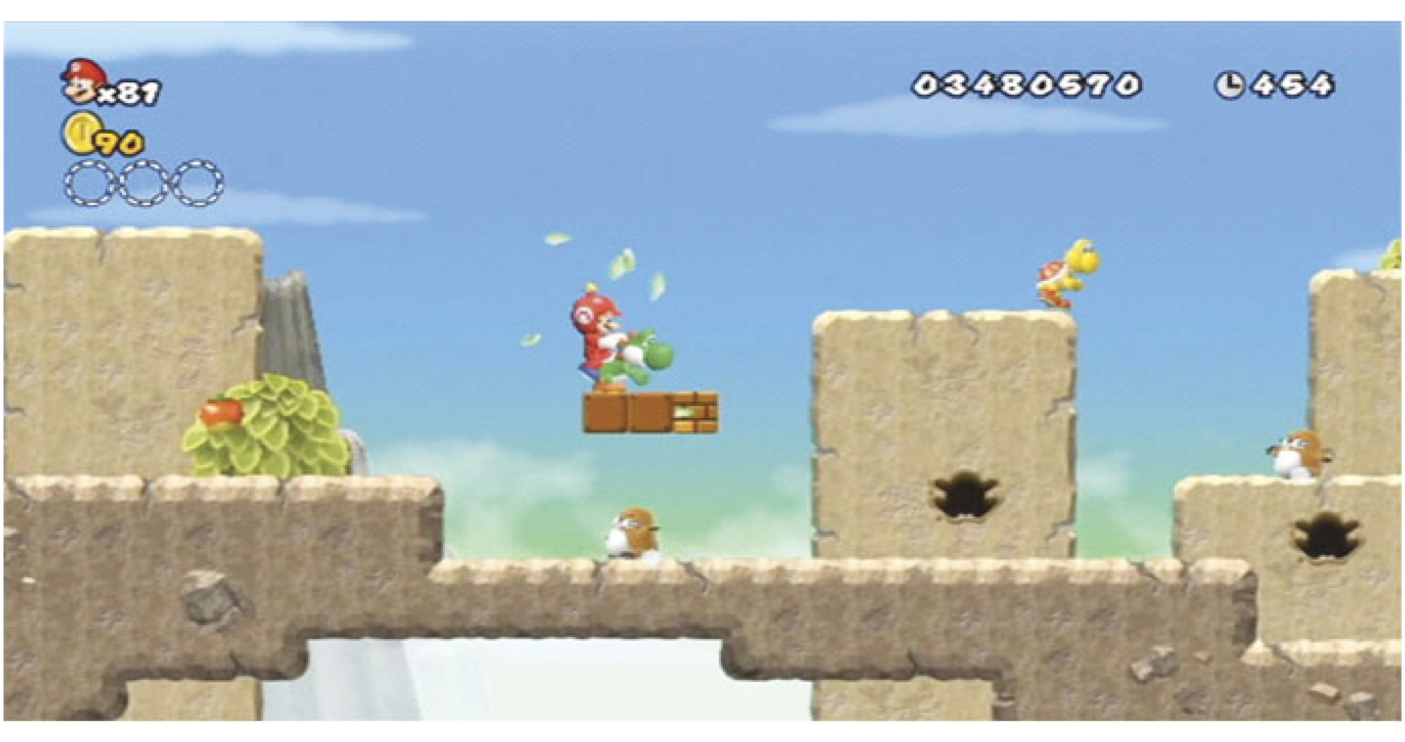






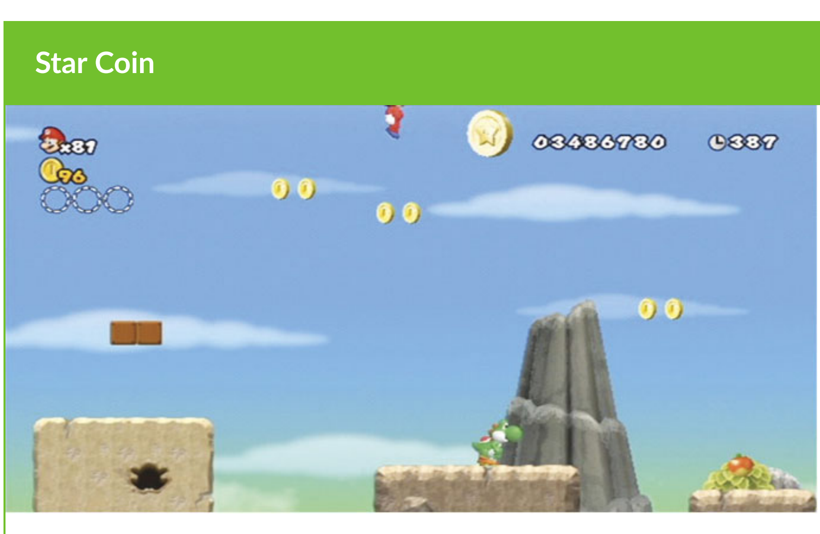




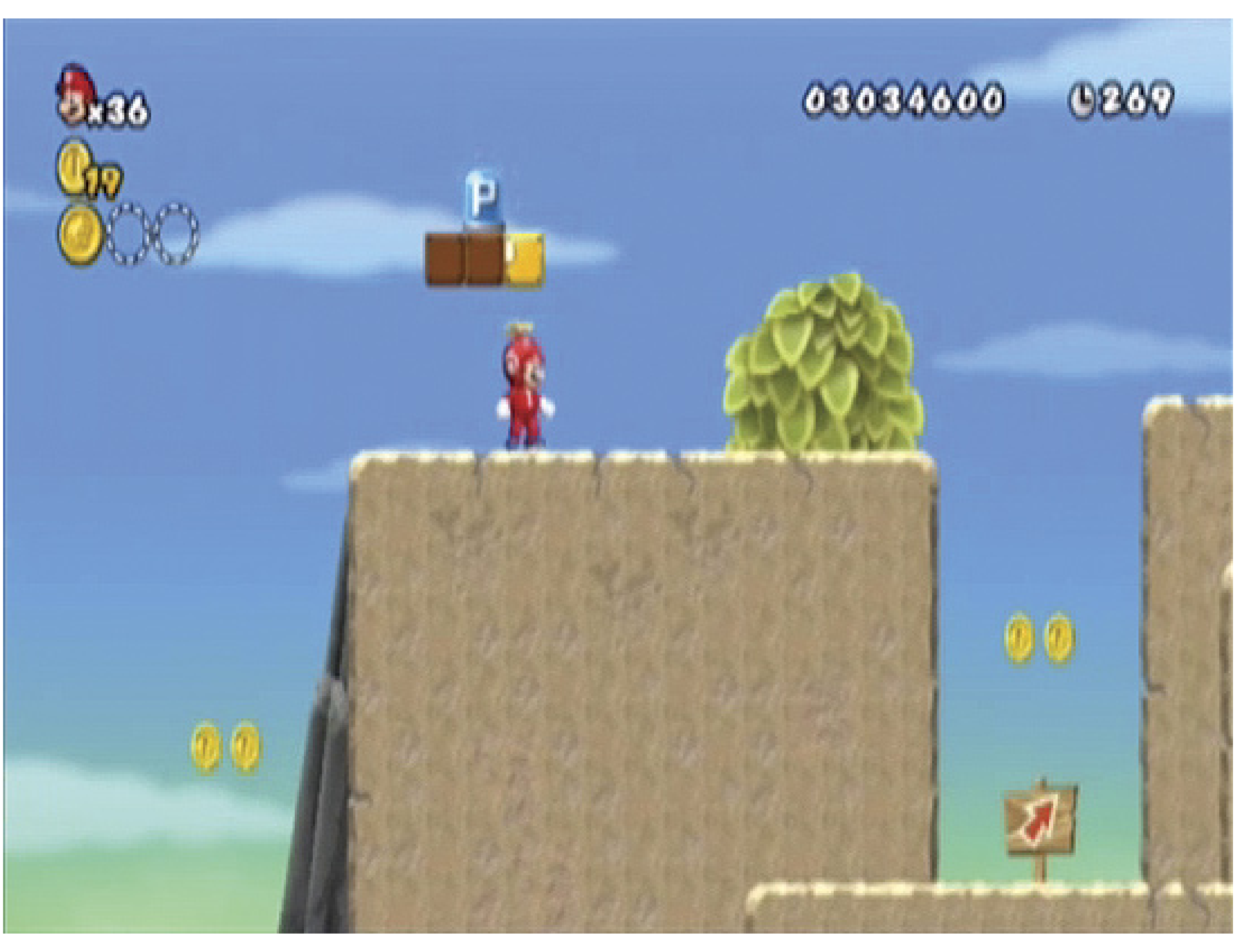


① Hit the ? Block at Point 1 to find your good buddy Yoshi!

Star Coin

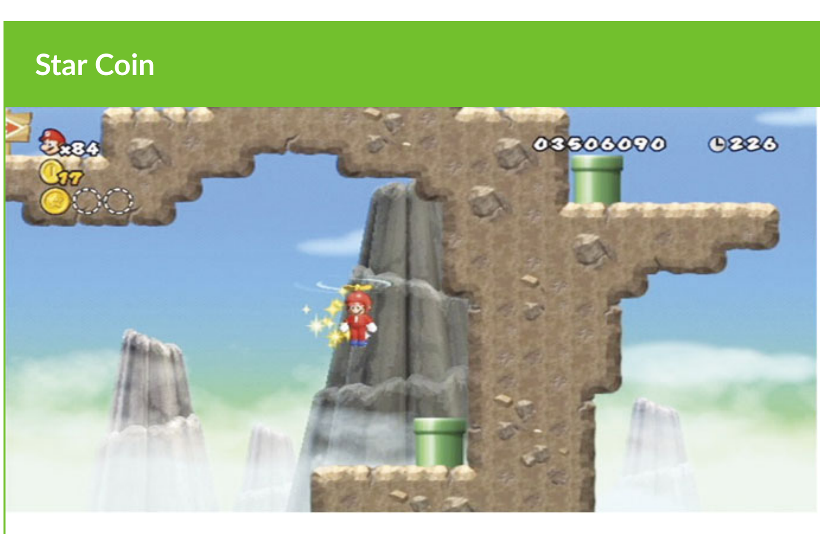


② Use the Propellerhead power-up to spring into the air and fly up to the Star Coin at Point 2.

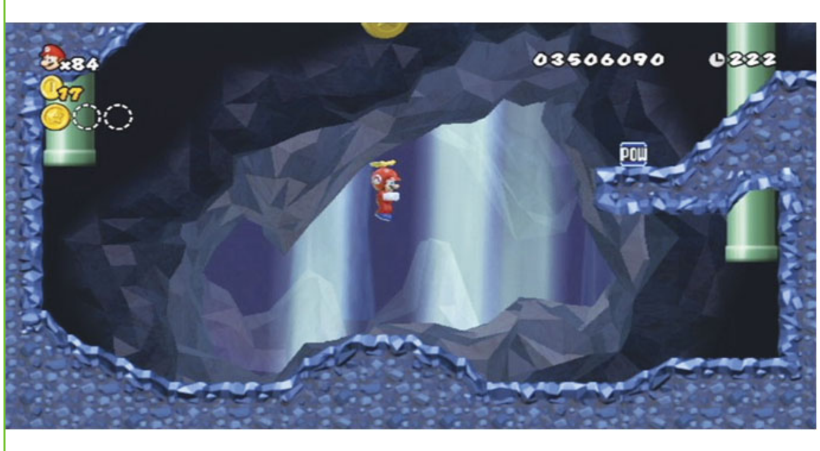


③ Hit the Block between two ? Blocks at Point 3 to reveal a P Switch. Activate the P Switch and follow the blue coins as they lead you to the right, all the way to an Invisible Block with a 1-Up Mushroom!

Star Coin

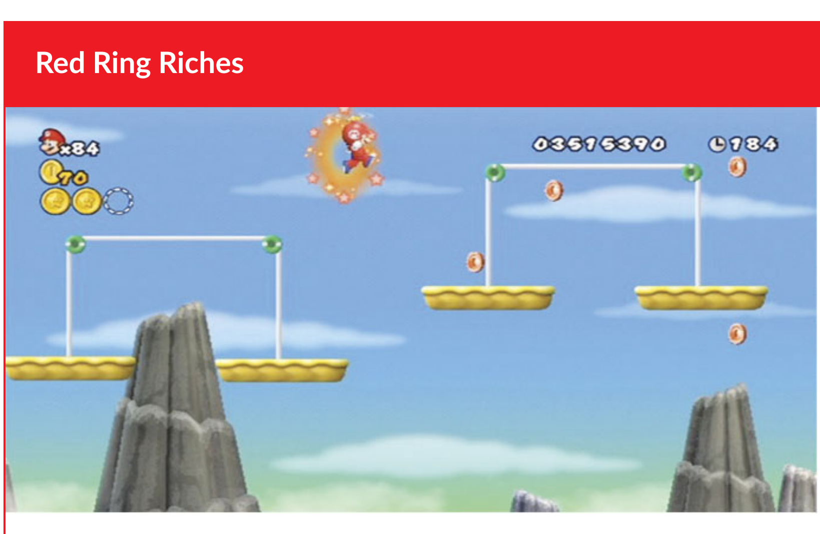


④ After passing the Bowser flag, run straight off the ledge on the right and zoom up before you fall to your death. As you fall, you'll see a ledge with a pipe on it.



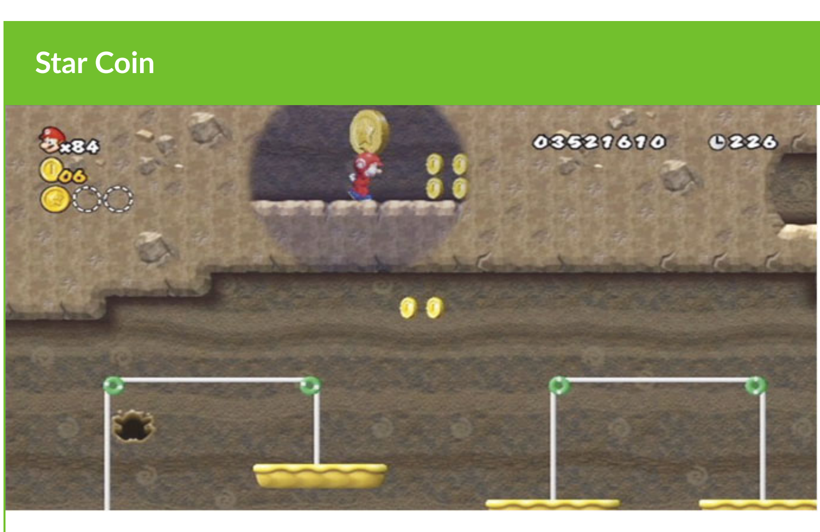
Land on it and enter the pipe to find a room with a POW Block and the Star Coin hanging overhead. Either fly up to the Star Coin or use the POW Block to knock it down.

Red Ring Riches

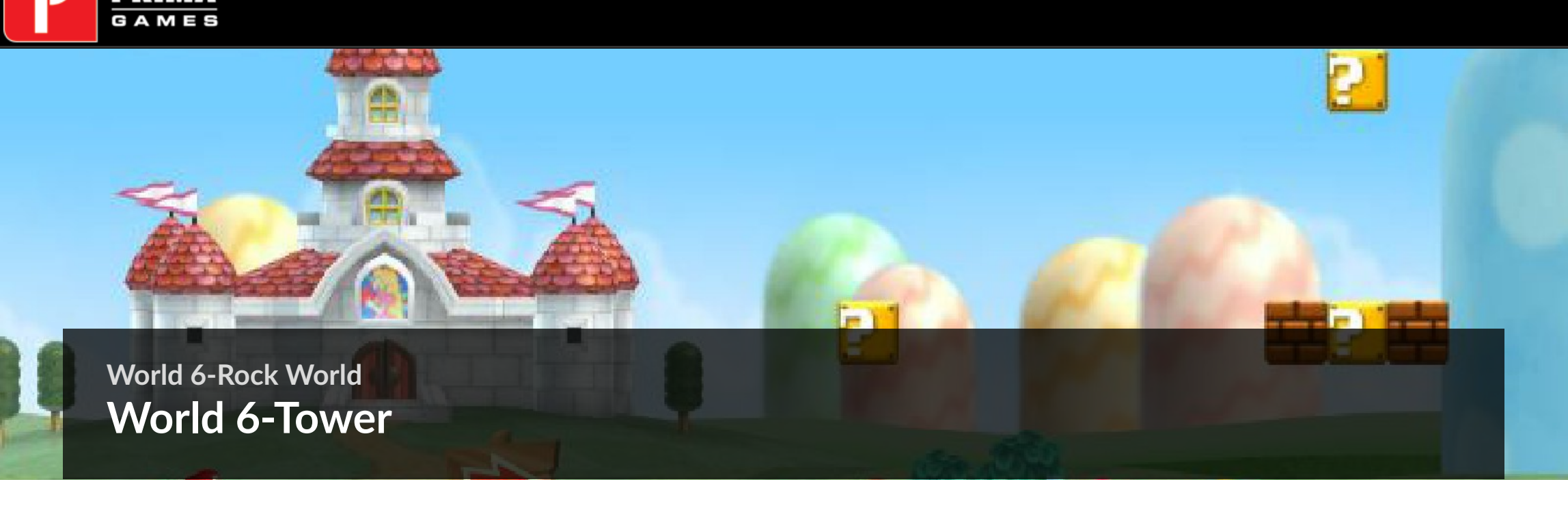


⑤ The Red Ring is located between two pulleys. Jump up through the Red Ring, then use the pulleys to reach all eight red coins.

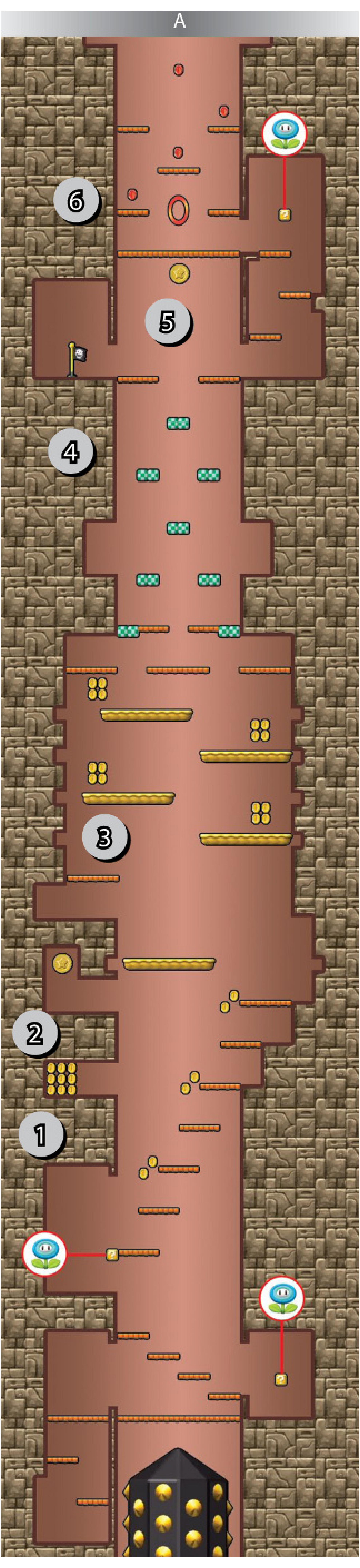
Star Coin

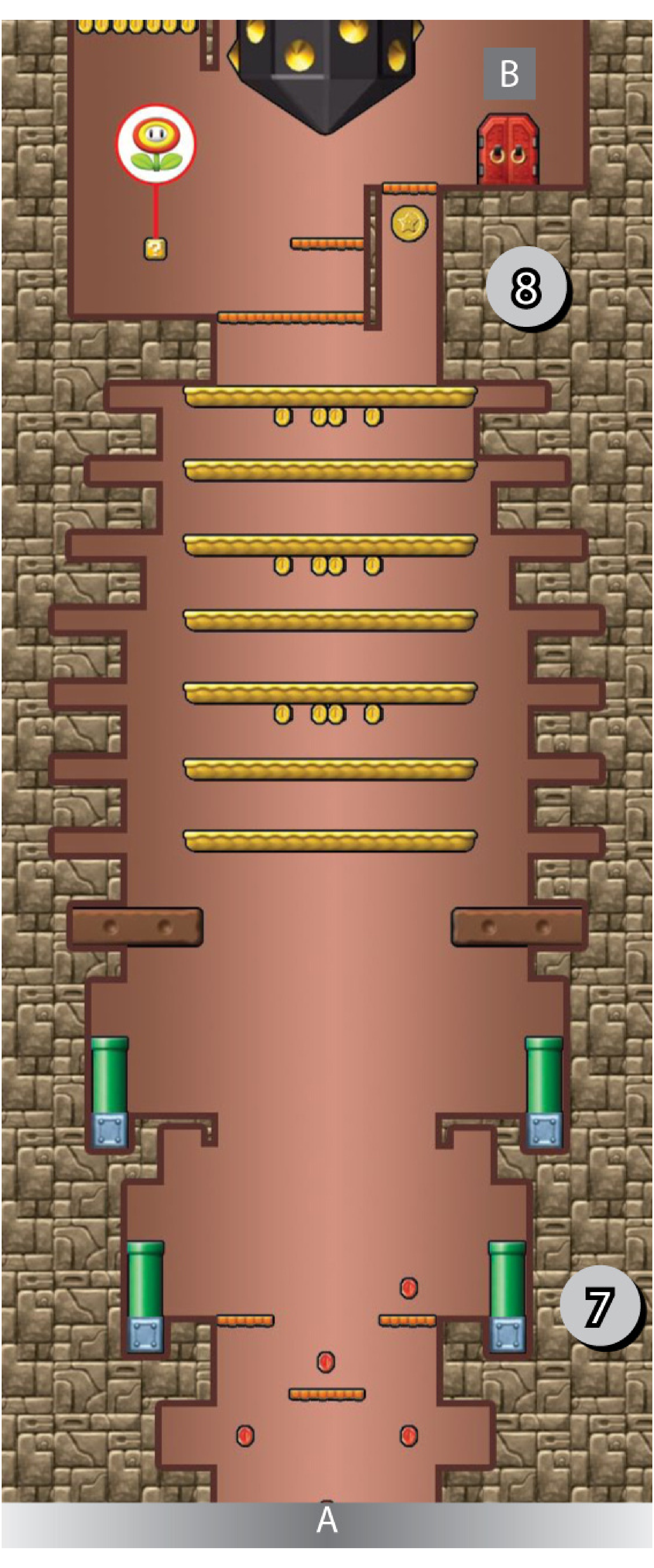


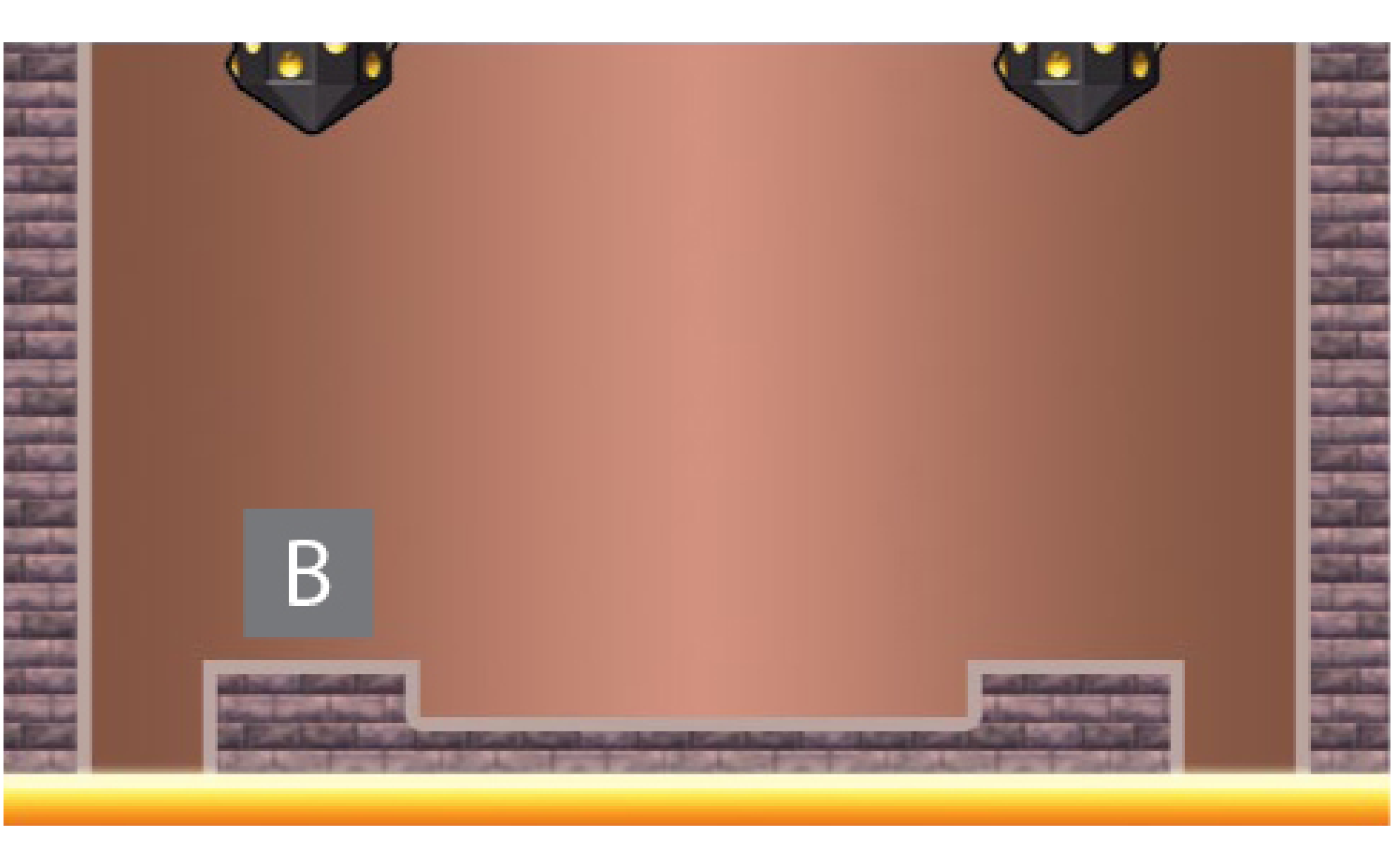
⑥ The final Star Coin is located inside a secret passageway over Point 6. To reach the entrance of the passageway, stand on the pulley on the left and lift the right panel upward. Jump onto the right panel, then Wall-Jump into the passageway. Dash right and grab the Star Coin!

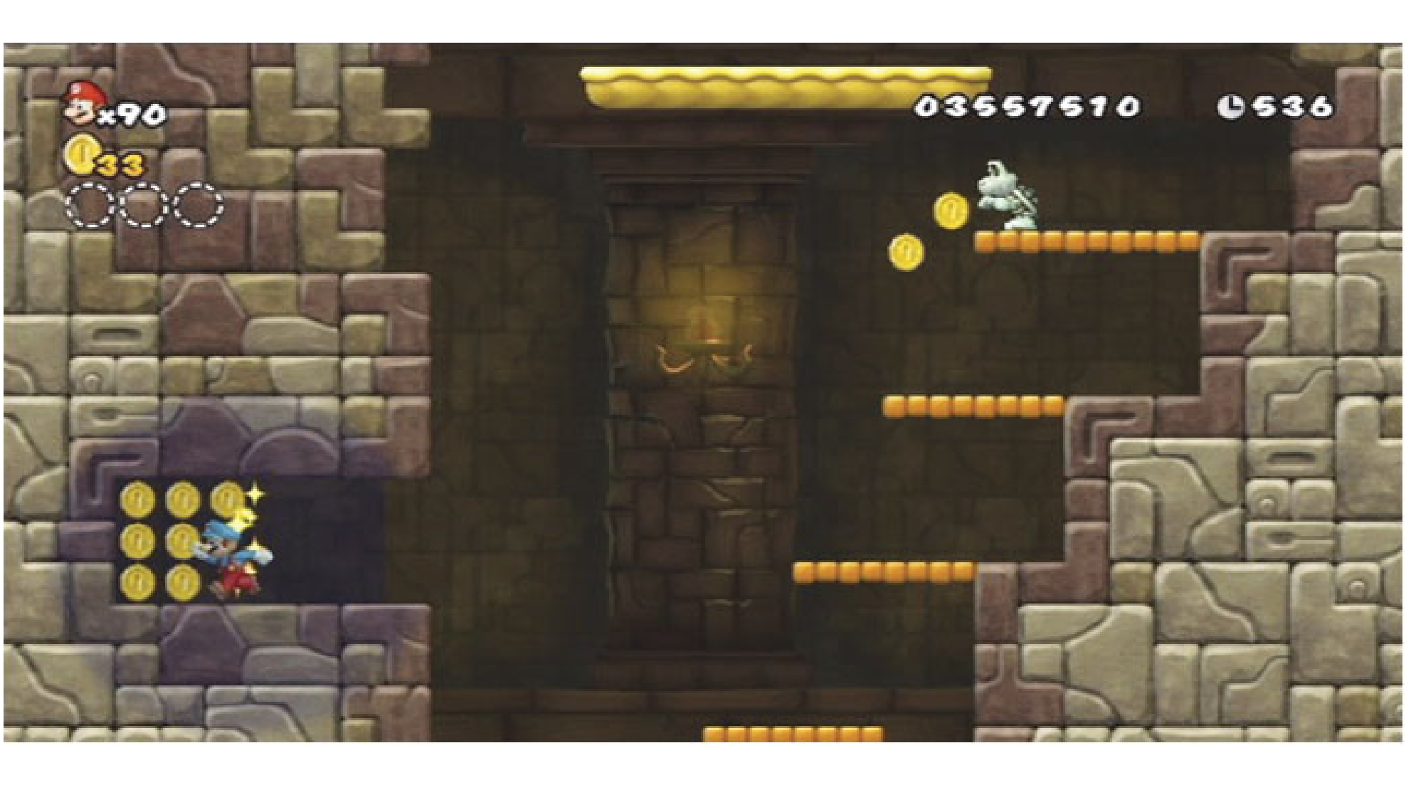


World 6-Tower



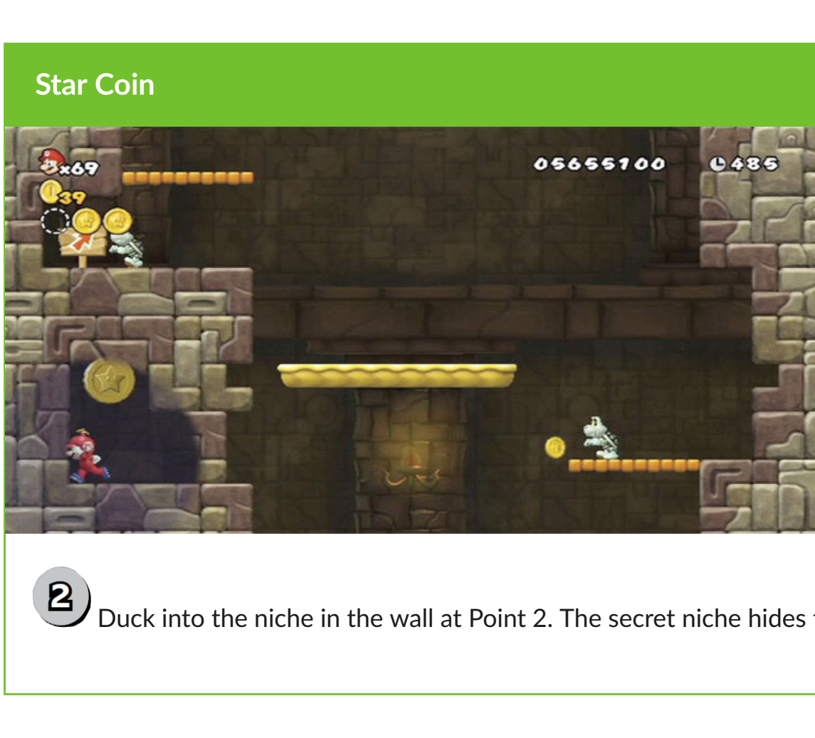




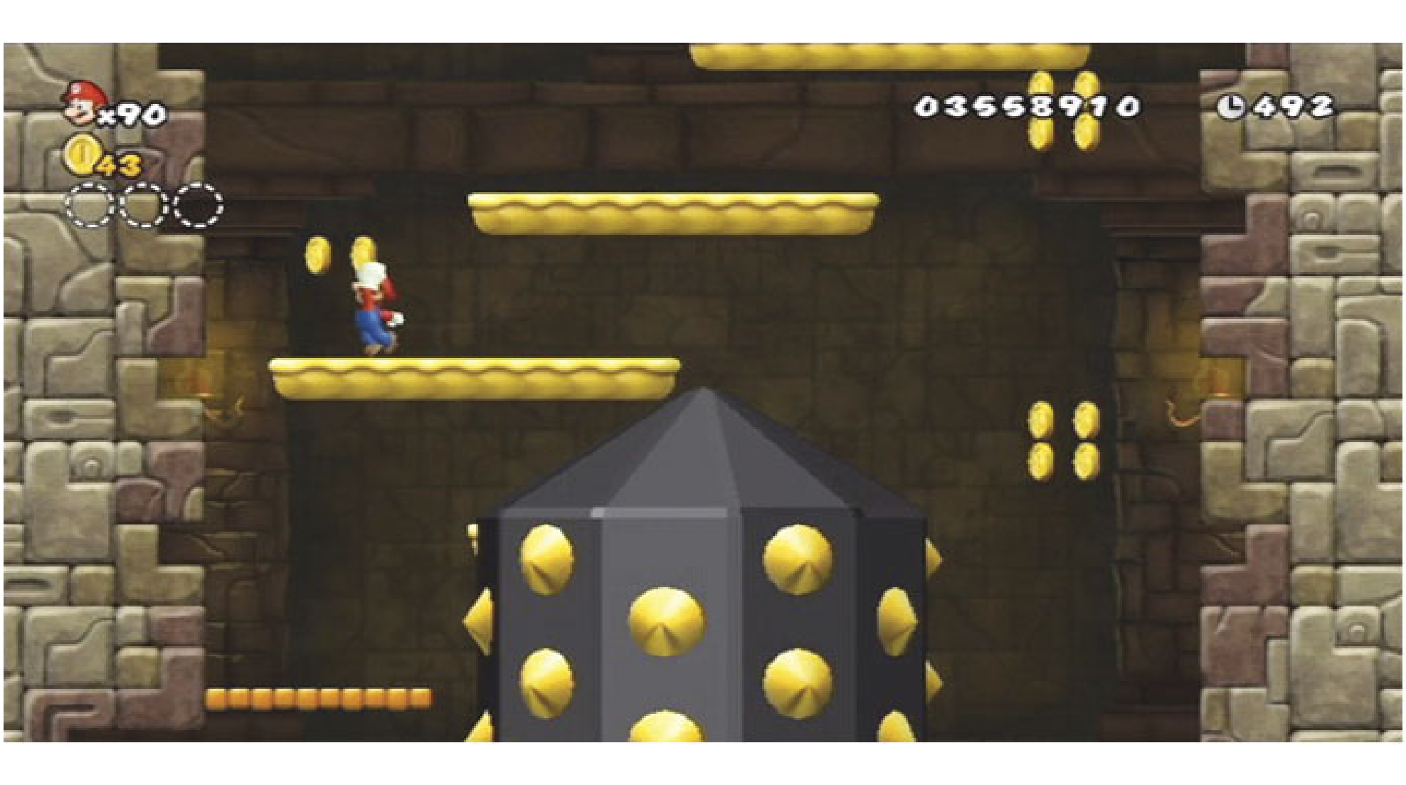


① Be on the lookout for secret niches hidden in the walls as you climb up the tower.

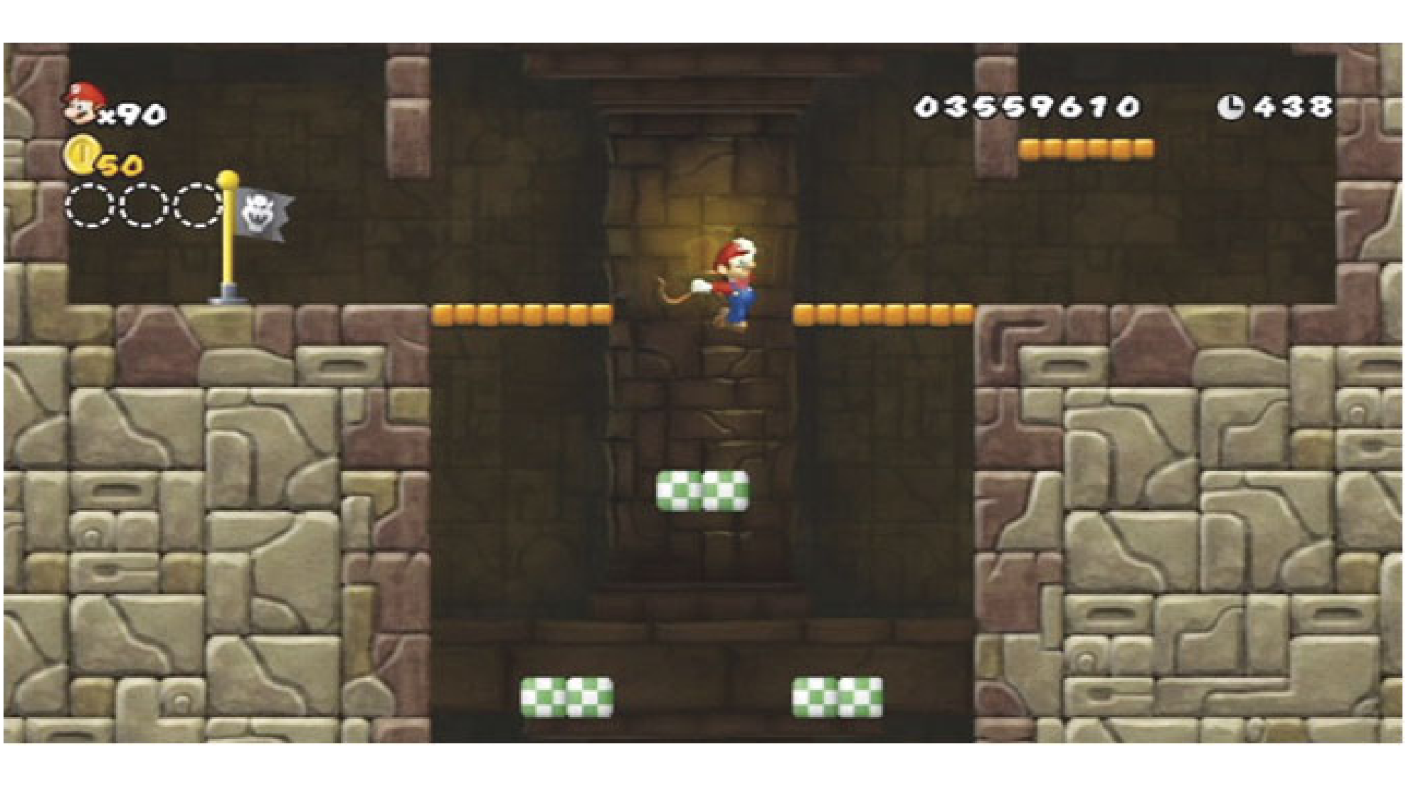
Star Coin



② Duck into the niche in the wall at Point 2. The secret niche hides the first Star Coin!

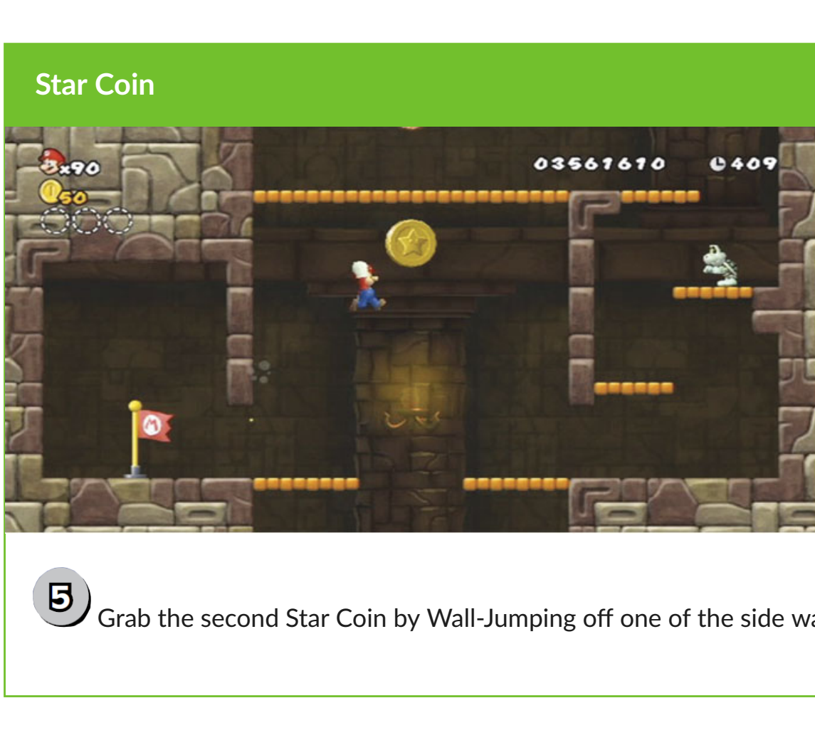


③ Ride the shifting platforms as long as possible before they take you directly into the tall spiked piston that repeatedly fires up the middle of the level. At Point 3, stand on the middle platform and jump left just in time to dodge the piston.



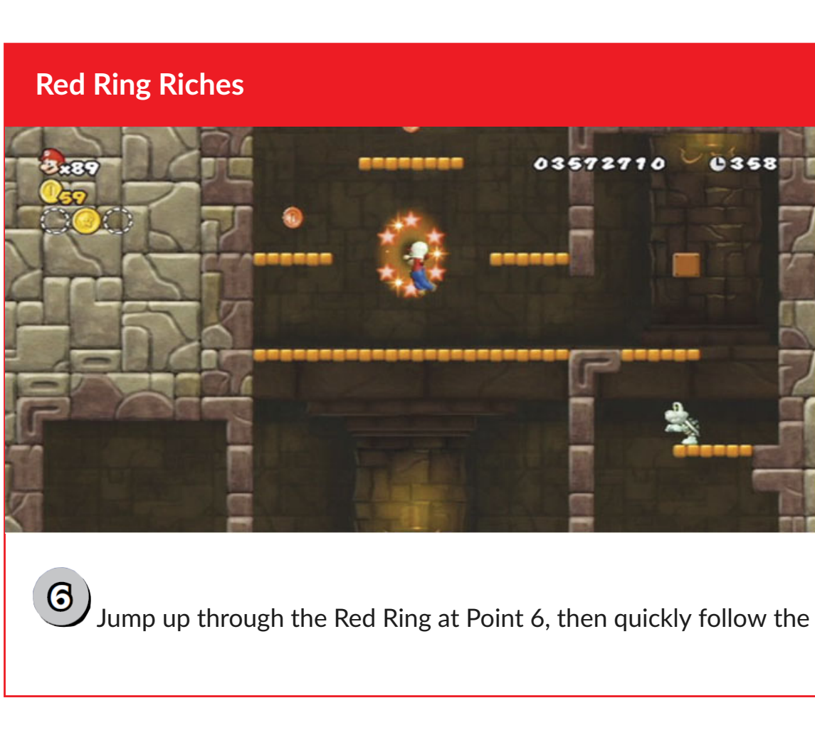
④ Climb up the tower by bounding up the bouncy blocks near the middle of the level. Stay ahead of the piston or it'll sneak up from below and take you out!

Star Coin



⑤ Grab the second Star Coin by Wall-Jumping off one of the side walls and grabbing the coin while in midair.

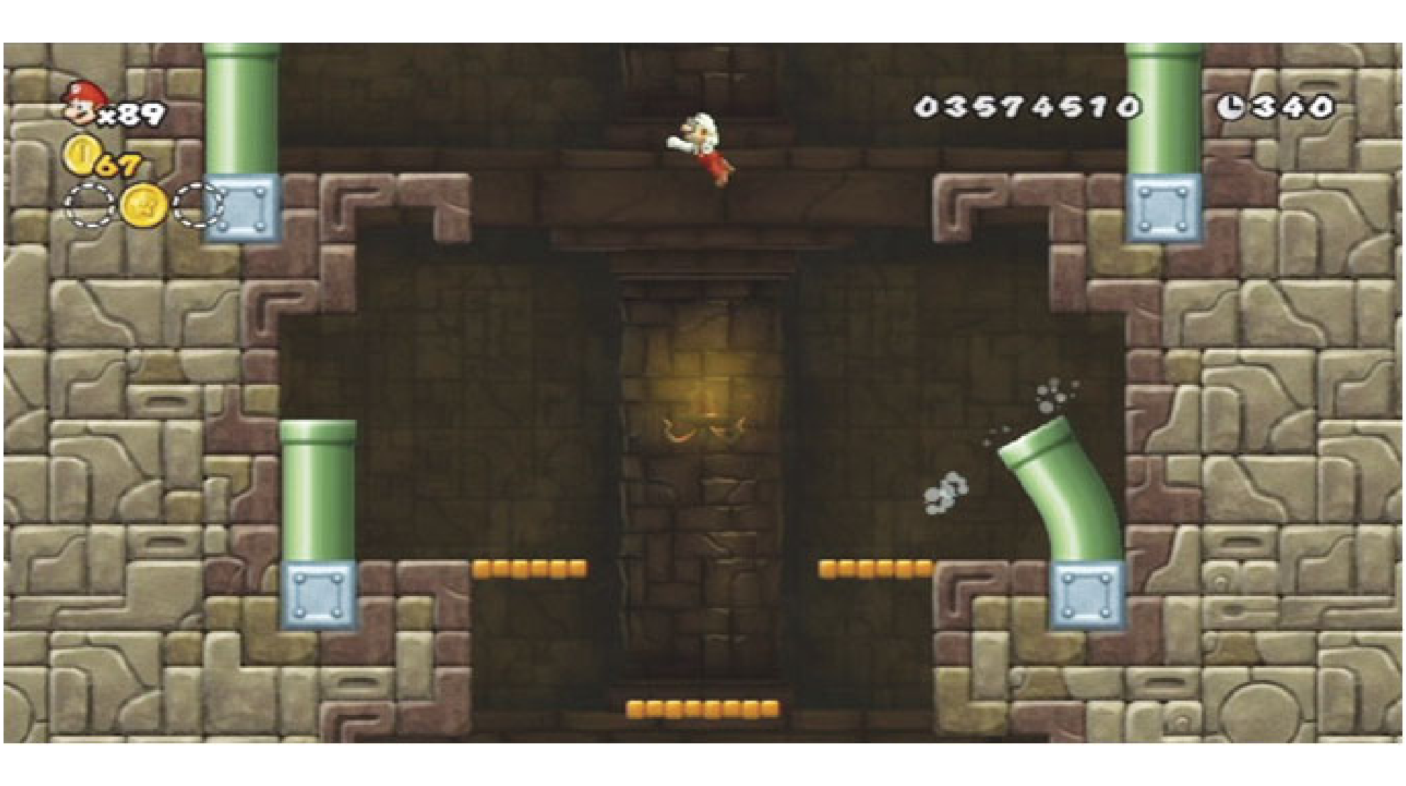
Red Ring Riches



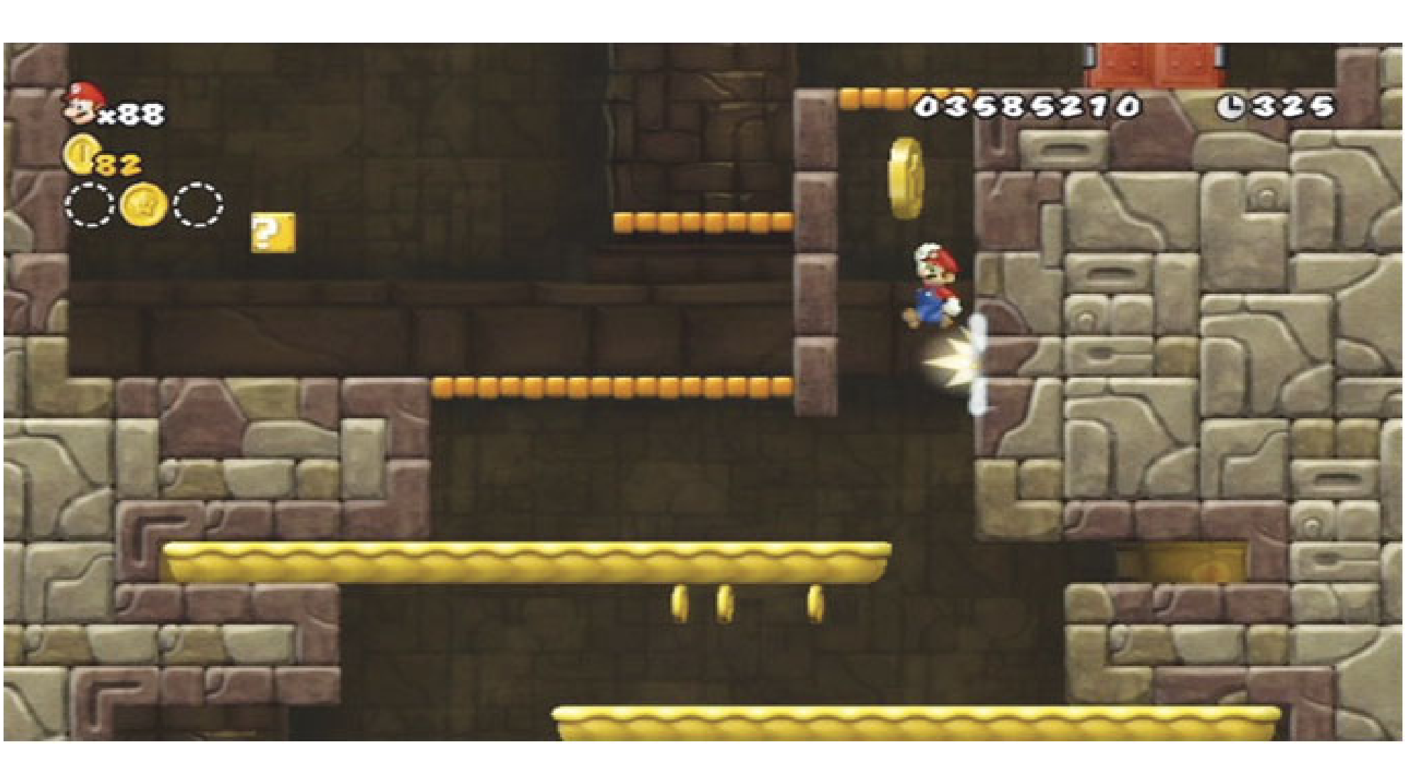
⑥ Jump up through the Red Ring at Point 6, then quickly follow the ledges upward as you grab the red coins.

Note

After you pass through the Bowser flag, the spiked piston will now come from above, rather than below.

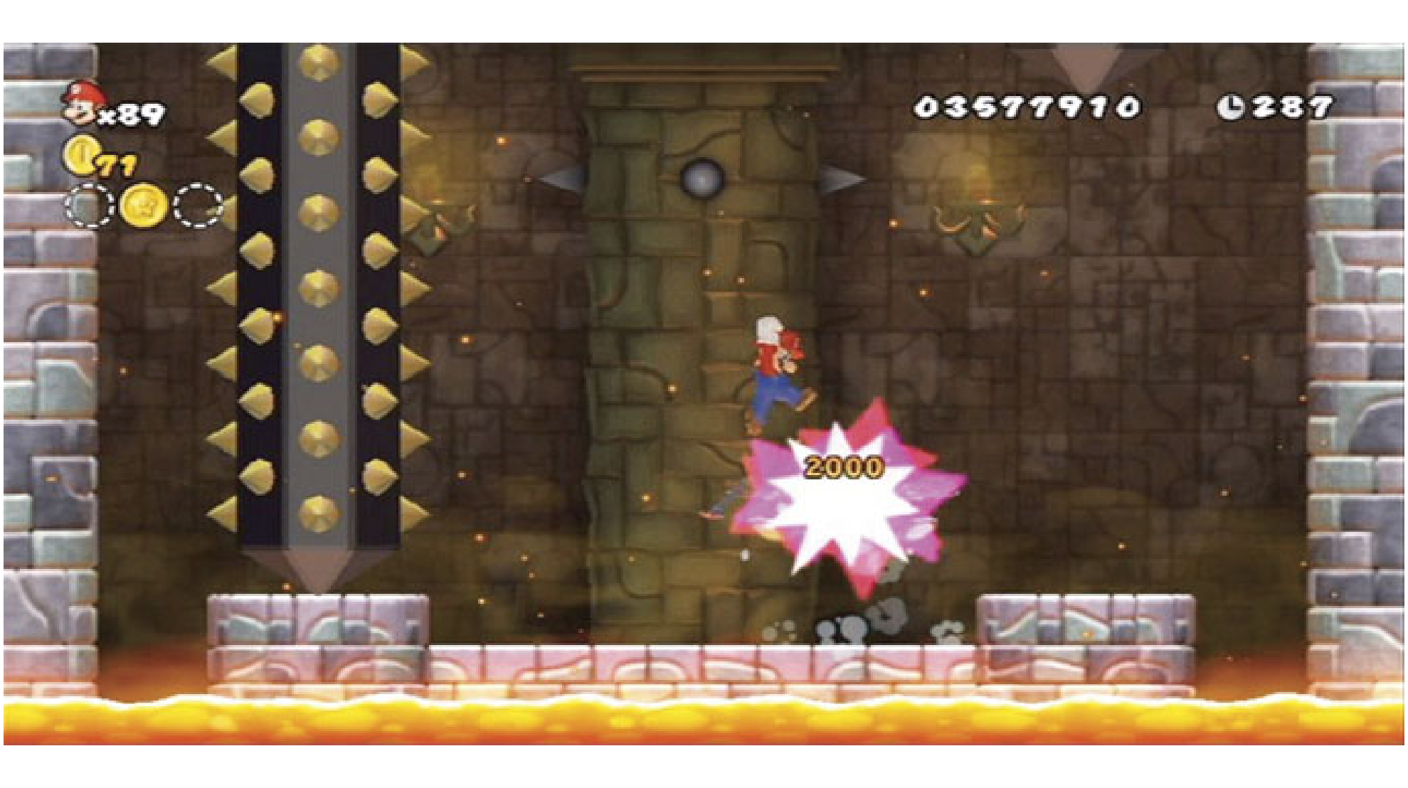


⑦ Jump into the pipes at Point 7 so they can shoot you up and across the level. Remember to time it so that you're flying up the tower after the piston has begun to retract into the ceiling.

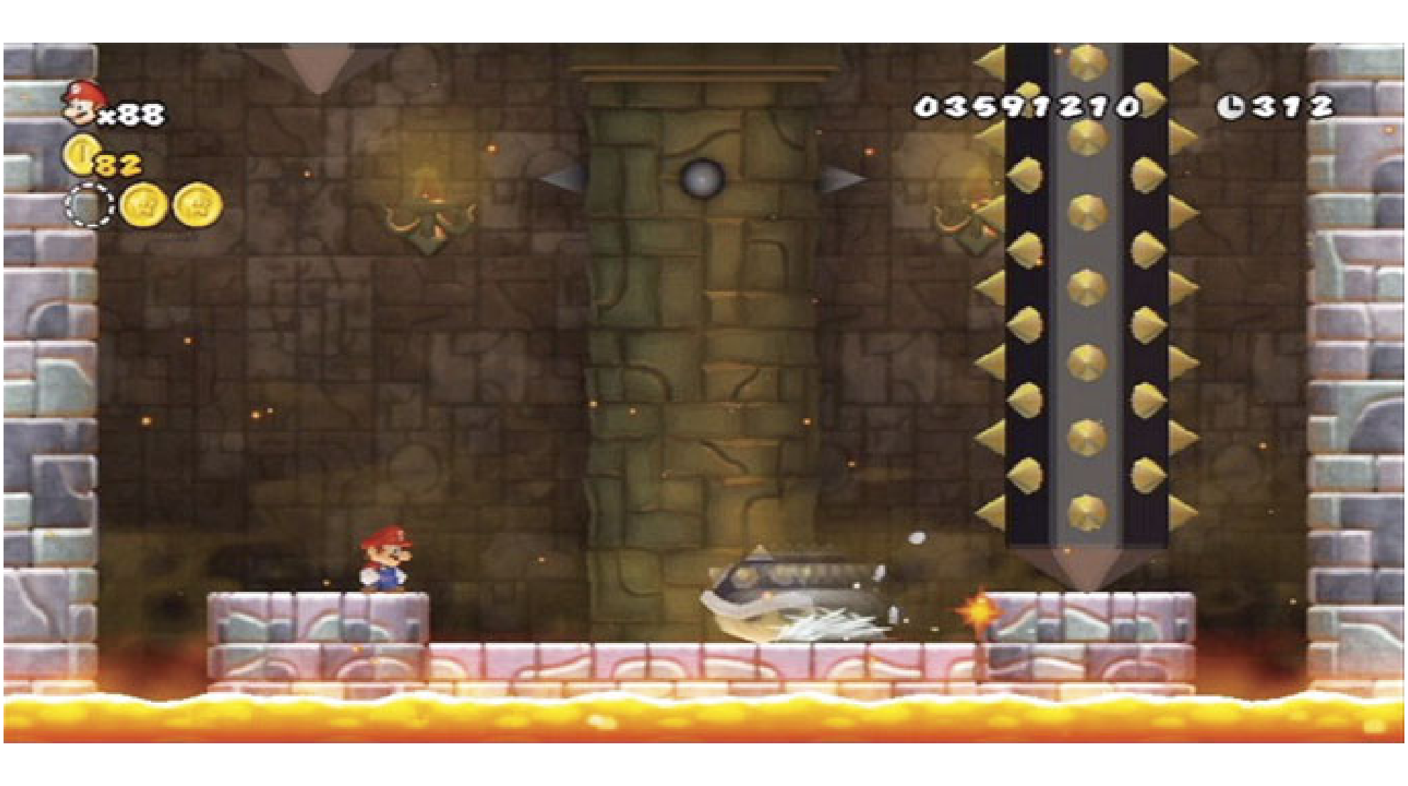


⑧ When you reach Point 8, jump up to the highest yellow platform and ride it all the way to the right. Just as you pass under the gap, jump up and Wall-Jump up the gap to grab the final Star Coin.

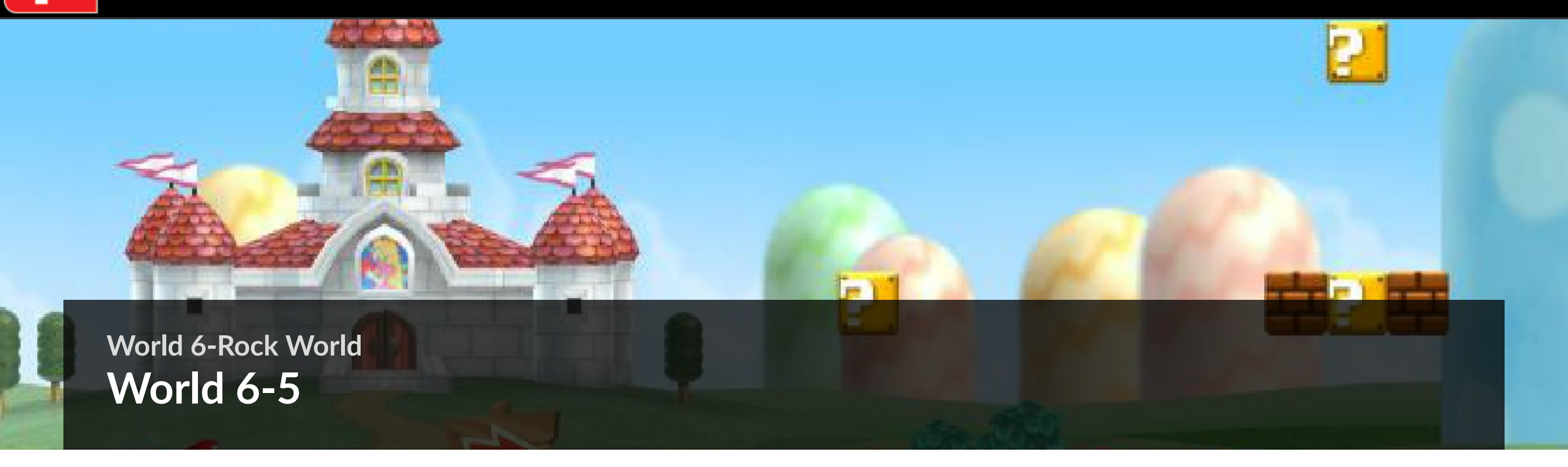
Boss Battle



Morton Koopa is one tough cookie! Not only does he have a magic wand like his Koopaling siblings, he's also installed two large pistons that come down on the left and right side of the battle room. To make matters worse, he's got a brutal Ground-Pound that can stun you! Stay on the move and dodge his attacks by standing on the area where the pistons drop.

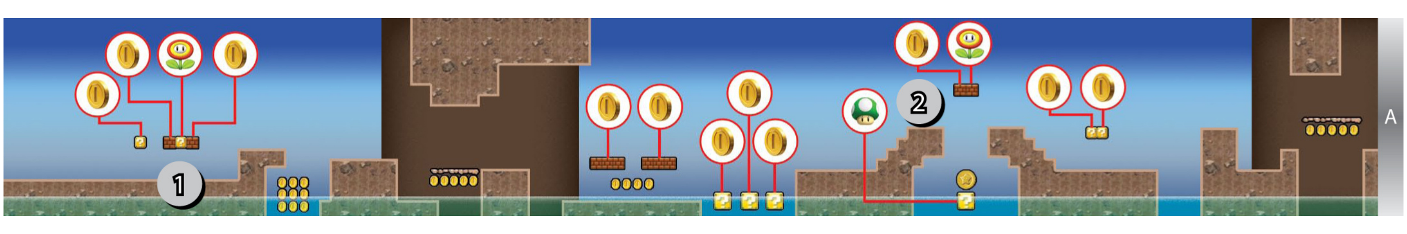


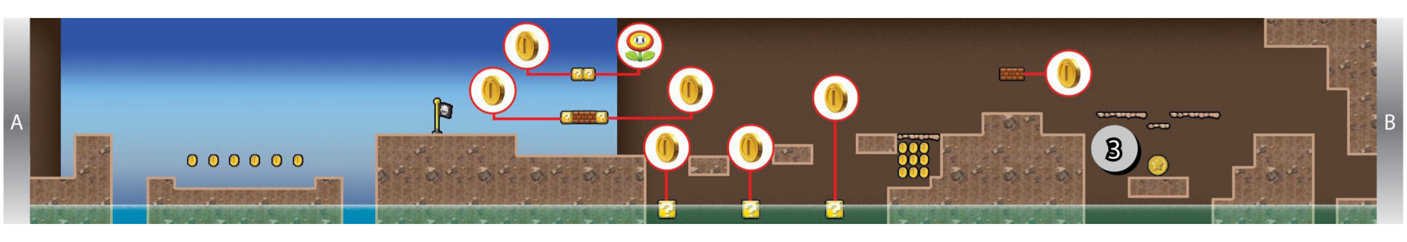
As soon as they begin to come down, jump off and bounce on Morton's head. If you're standing on the piston and Morton stuns you, you'll be stuck long enough for a piston to drop on you and finish the job, so don't stand there for too long! When Morton begins his shell attack, stay near the room's center and leap over him. Pound his dome three times to defeat him.

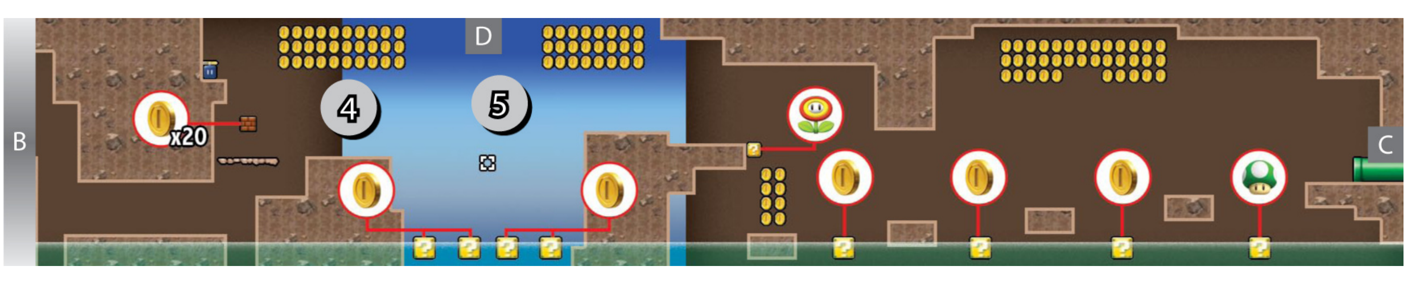


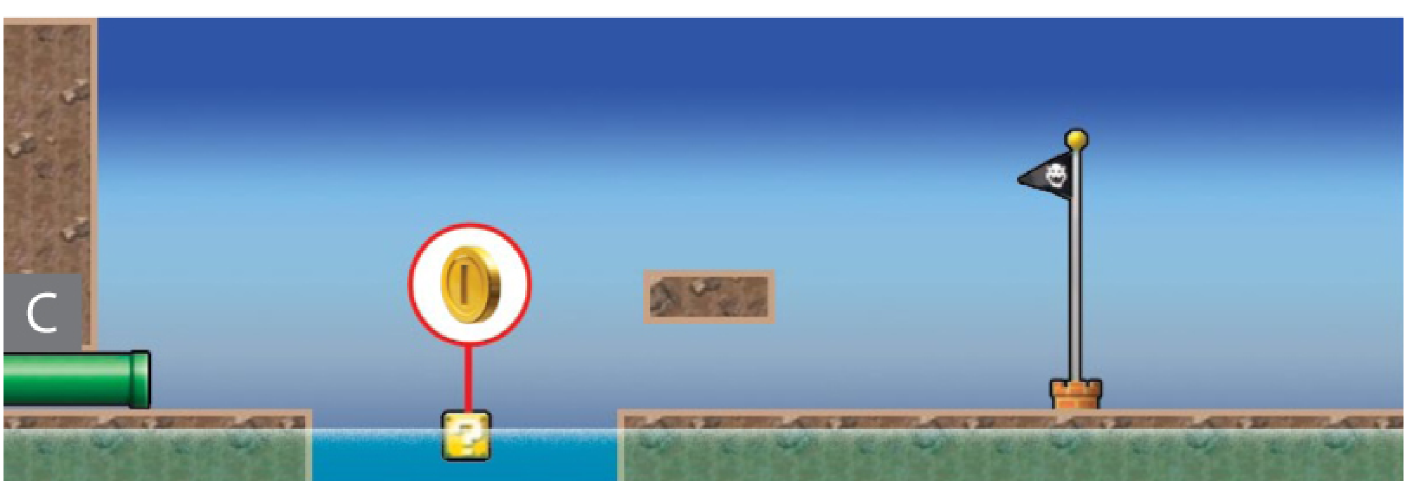
World 6-Rock World

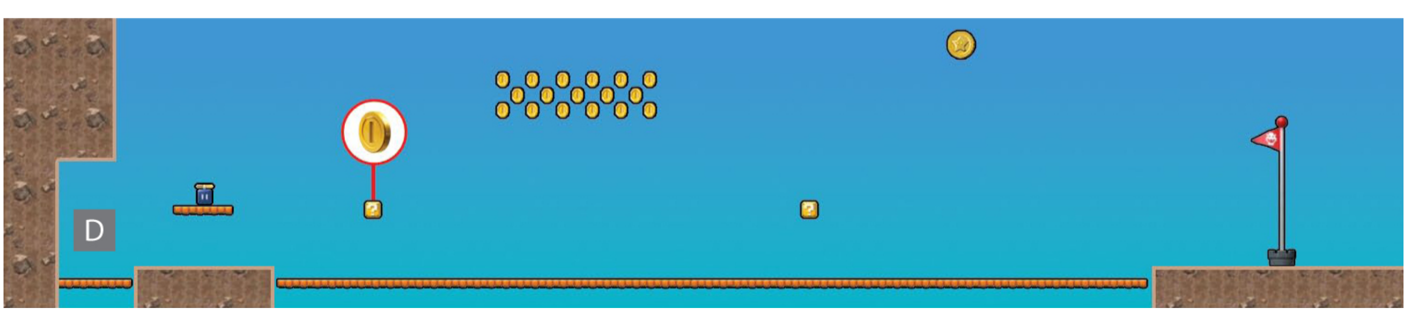
World 6-5

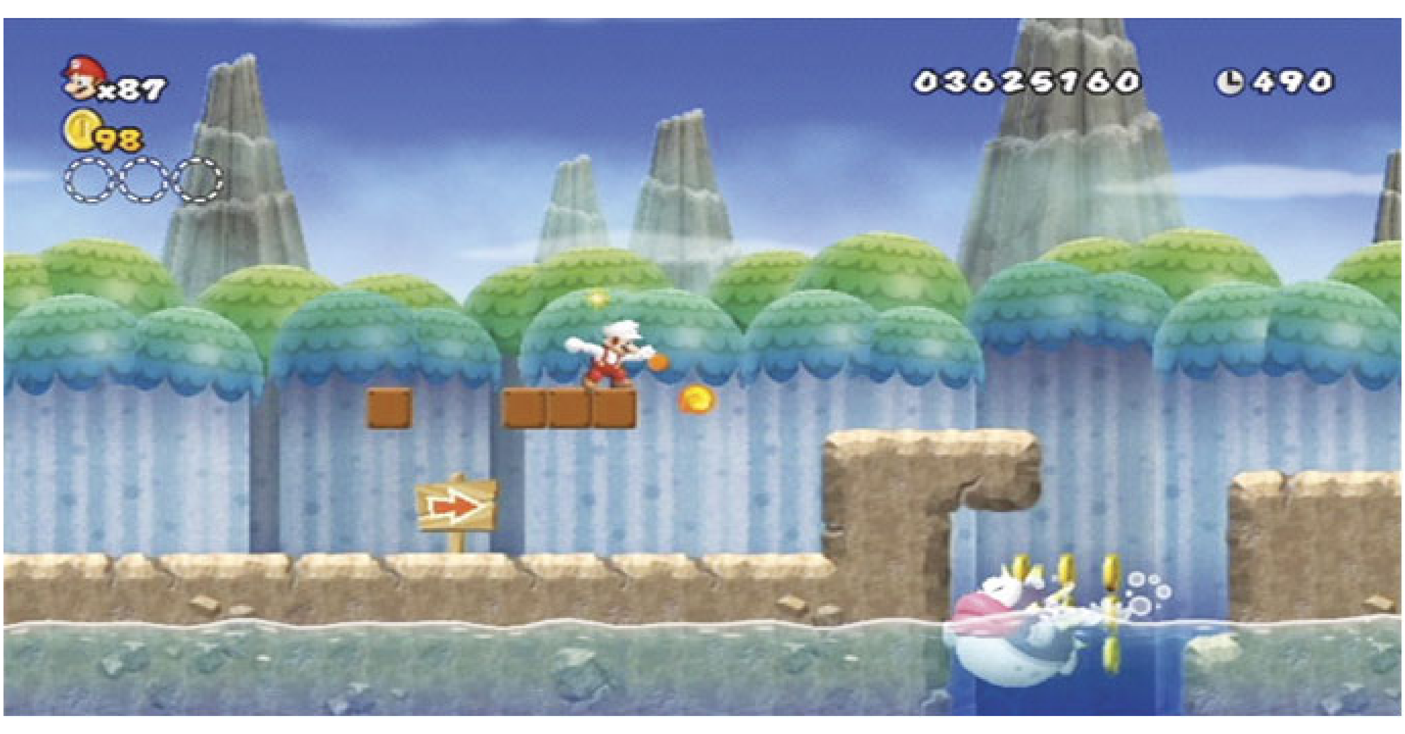






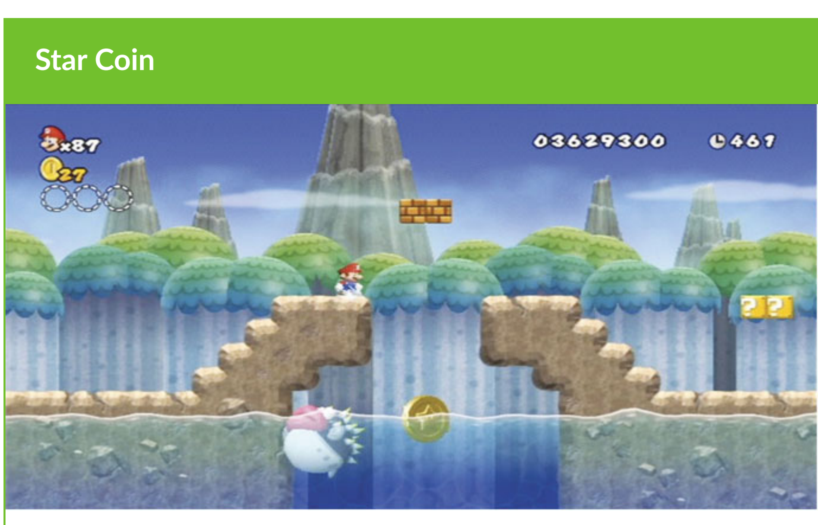






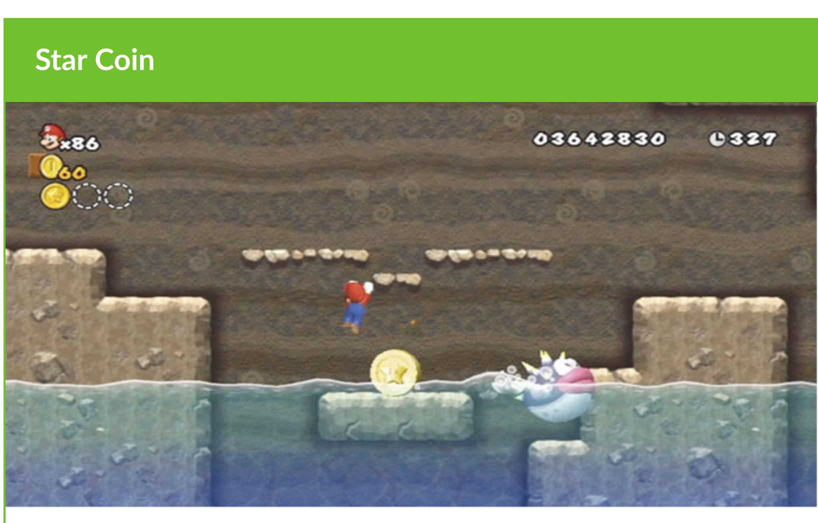
① The Porcupuffer on World 6-5 is extremely irritating! It will leap out of the water and attempt to gobble you up. Either learn to time its attacks so you can dodge them, or use the Fire Flower power-up to dispatch them quickly. Even if you get rid of Porcupuffer, though, another will always eventually take its place.

Star Coin



② The first Star Coin is in plain view. Wait for the water to rise and drop down to grab it. Jump out of the water immediately after grabbing the Star Coin or you risk getting chomped by the Porcupuffer!

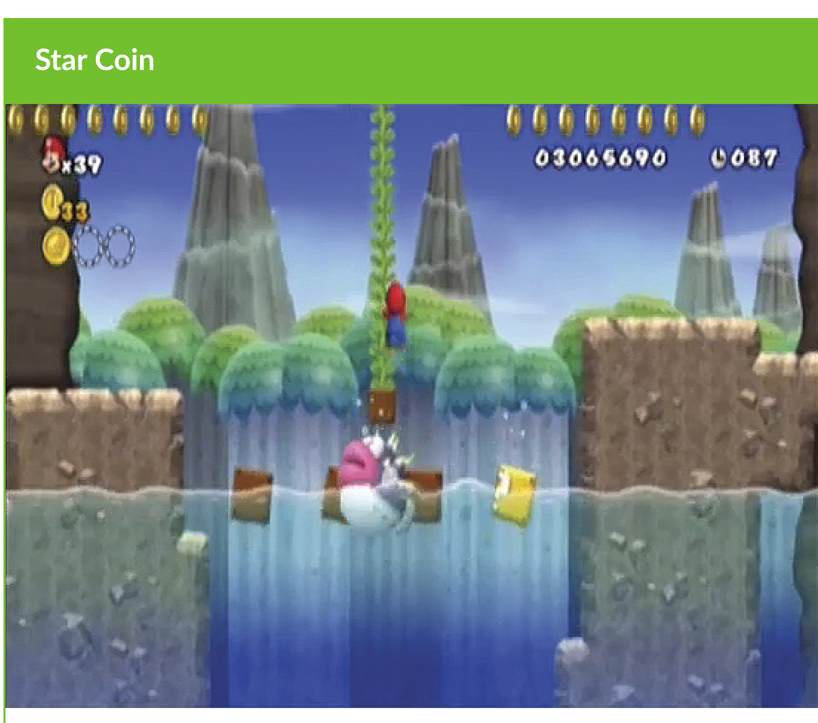
Star Coin



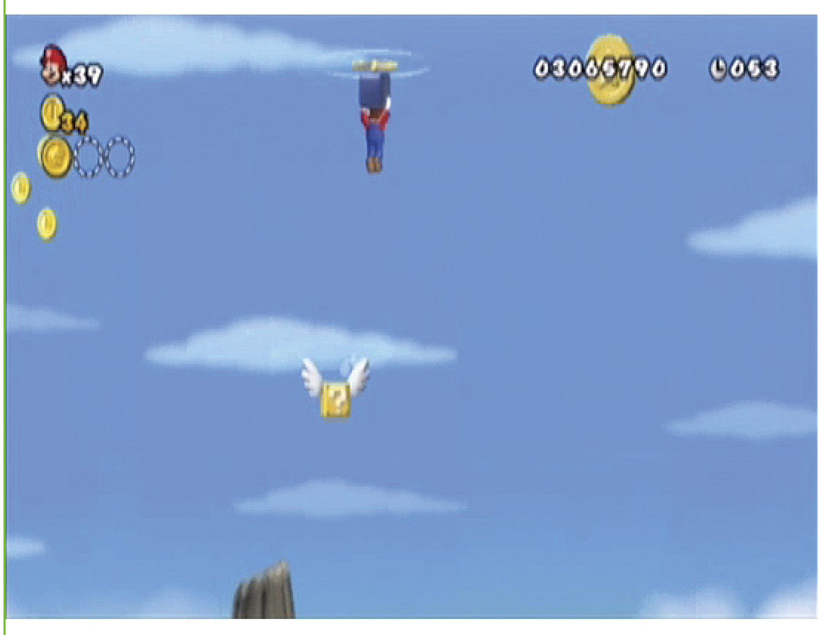
③ The safest way to grab the second Star Coin is to wait for the water level to drop below the ledge at Point 3. Drop down onto the ledge to grab the coin and then quickly jump back up before the water level rises again and the Porcupuffer rushes in for a Mario meal.

④ Grab the Propeller Block at Point 4 and use it to float across the level and grab the coins as you go.

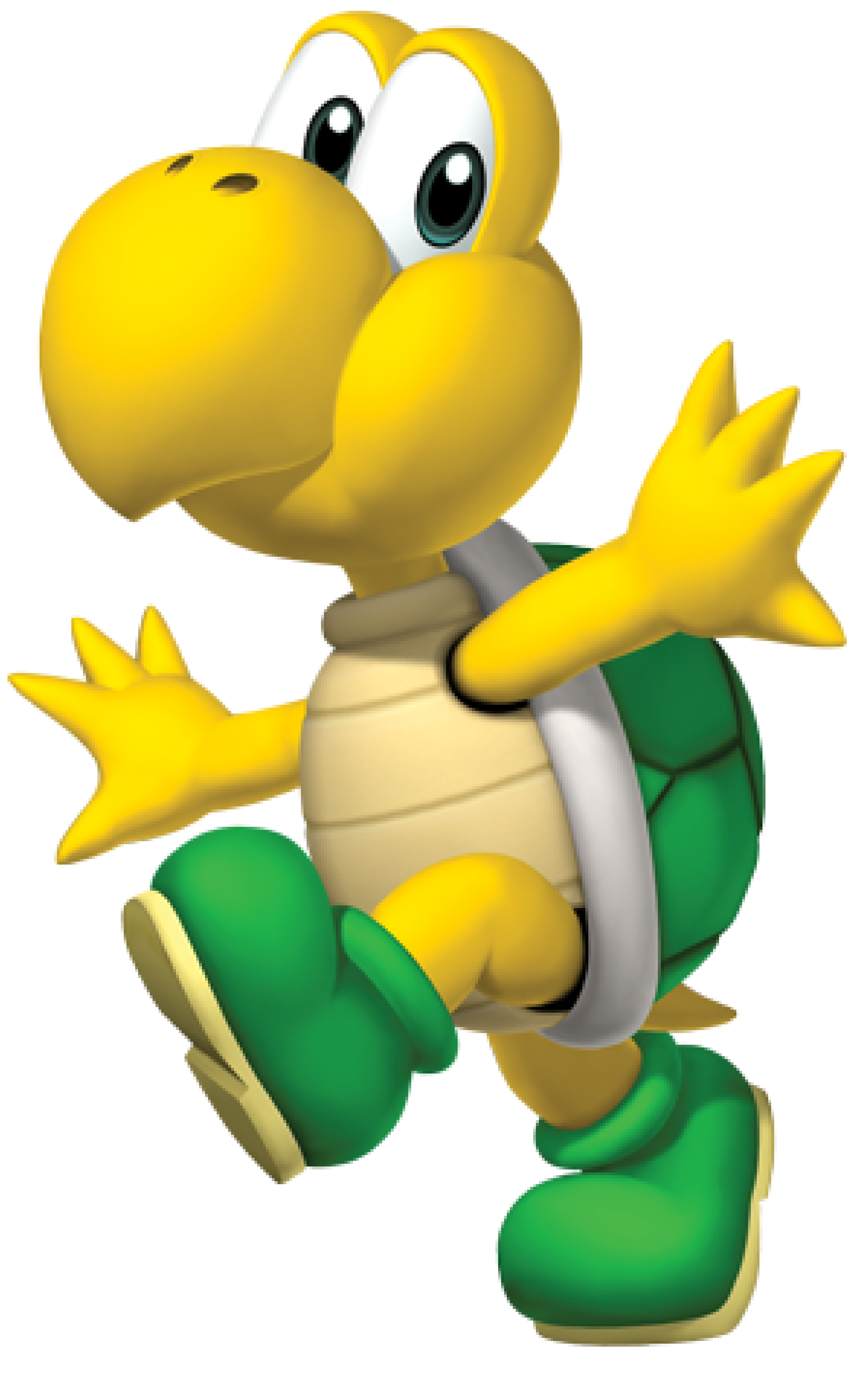
Star Coin

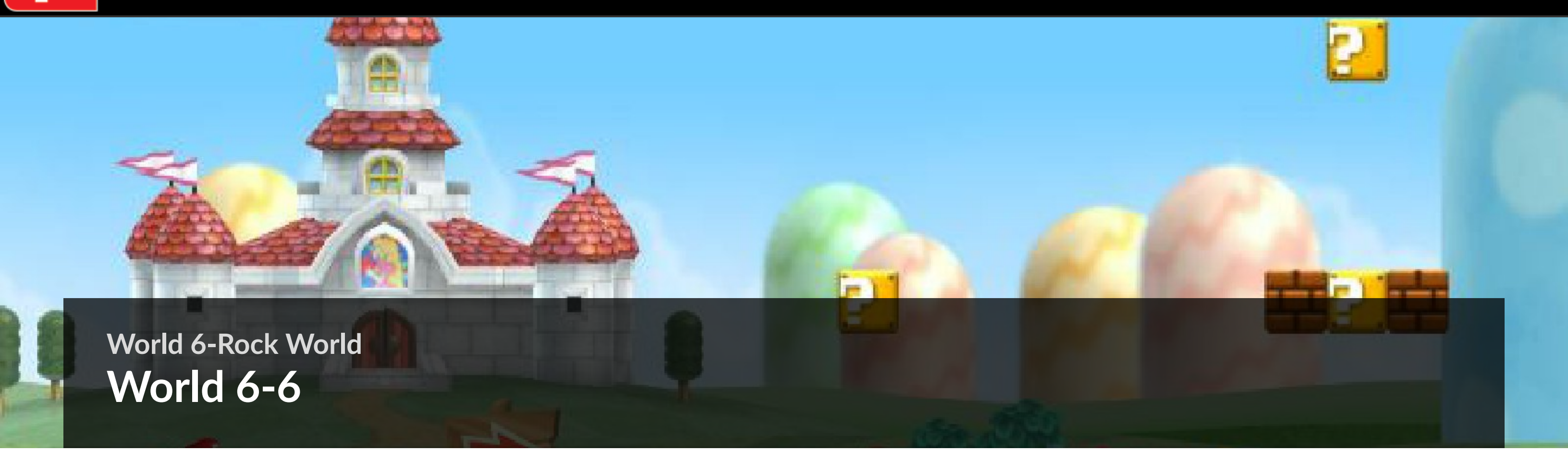


⑤ To get the final Star Coin, drop down into the small pool with the four large ? Blocks and stand on either the second and third blocks. Wait for the water to carry the blocks up, then jump up and hit an Invisible Block with a vine that leads up into the sky. Climb the vine to find a secret area in the sky.



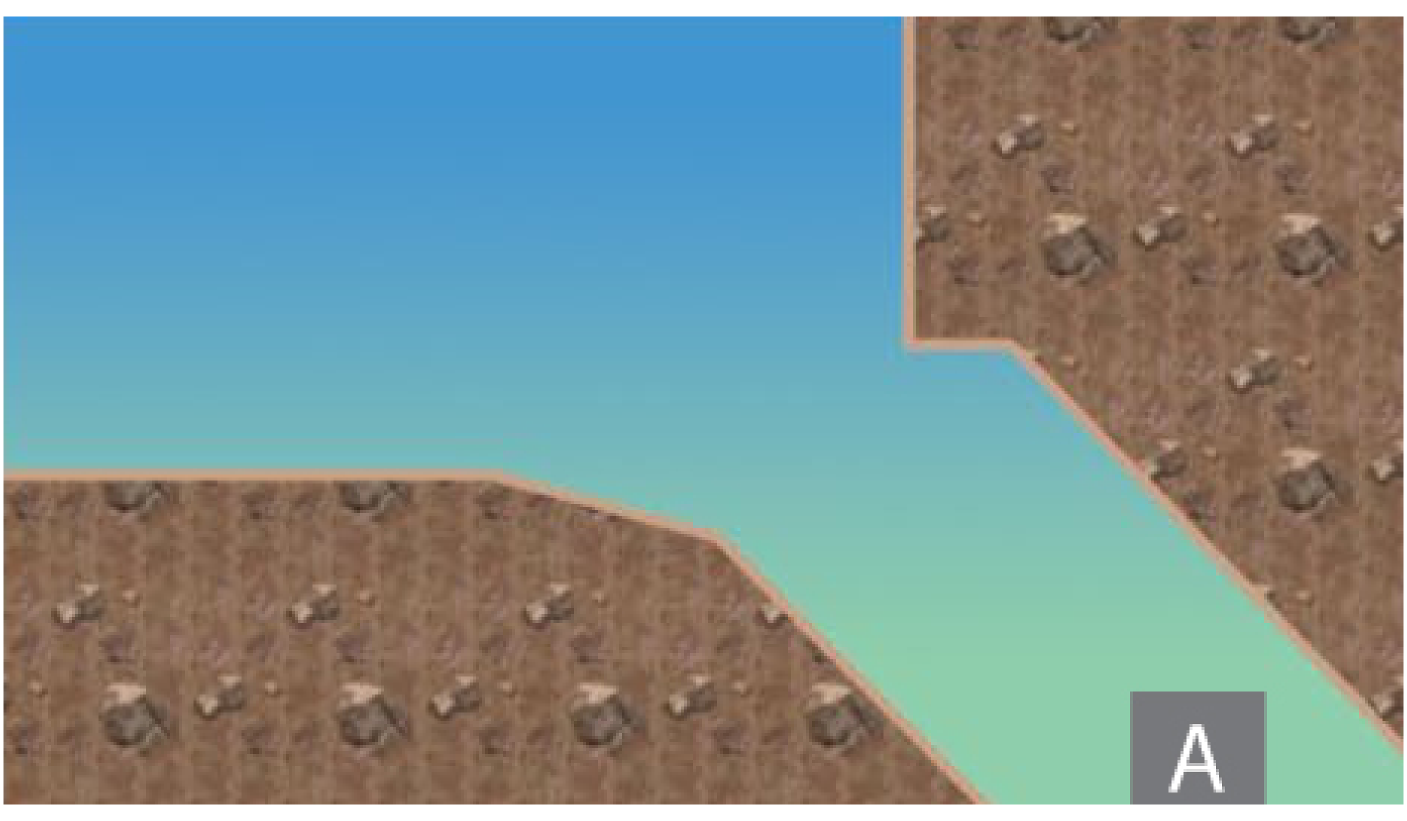
Grab the Propeller Block and use it to fly into the air. Stand on the second ? Block with wings, use the Propeller Block to launch and grab the last Star Coin. By finishing the level through this secret area, you'll also unlock a warp pipe that sends you directly to the World 6-Castle!

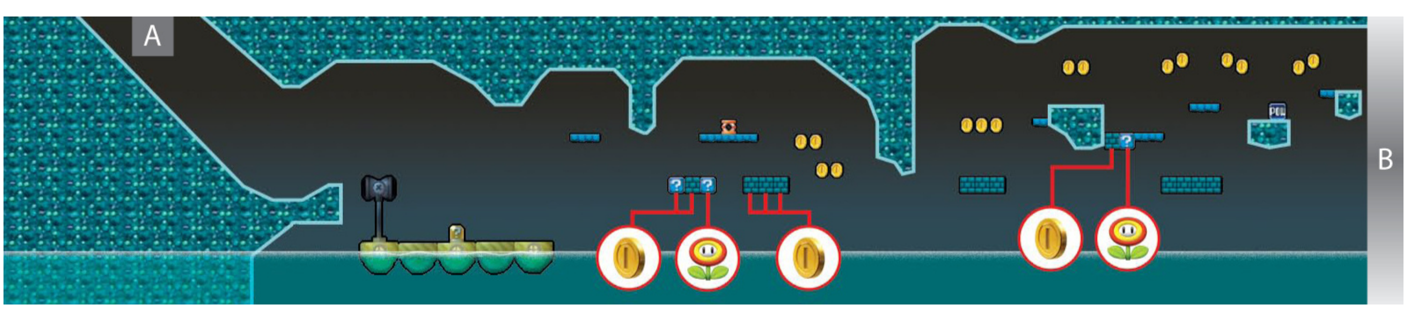


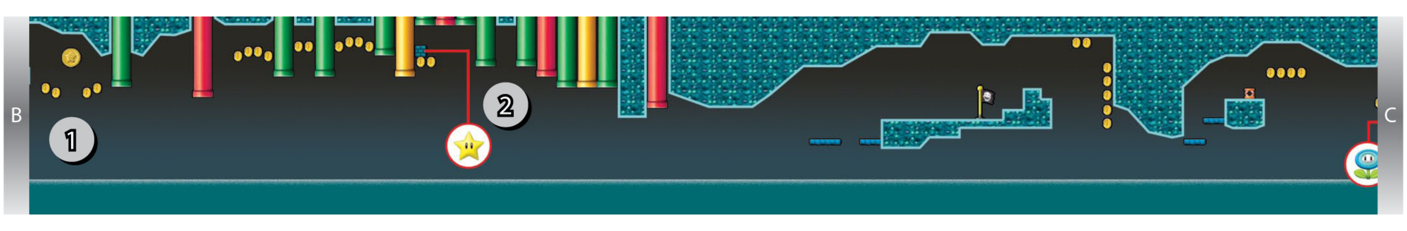


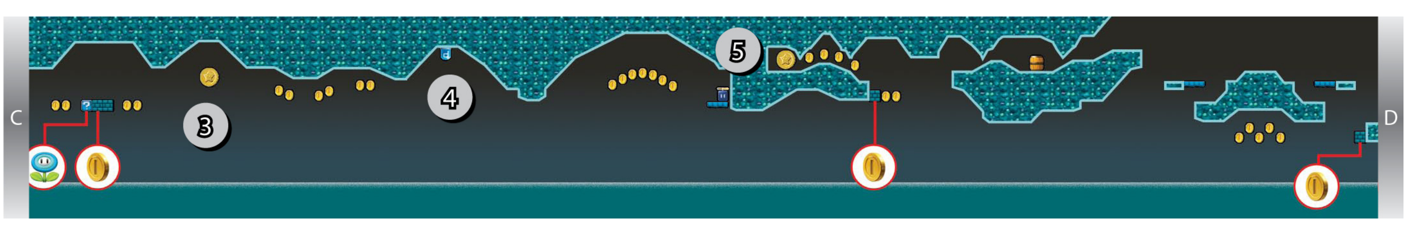
World 6-Rock World

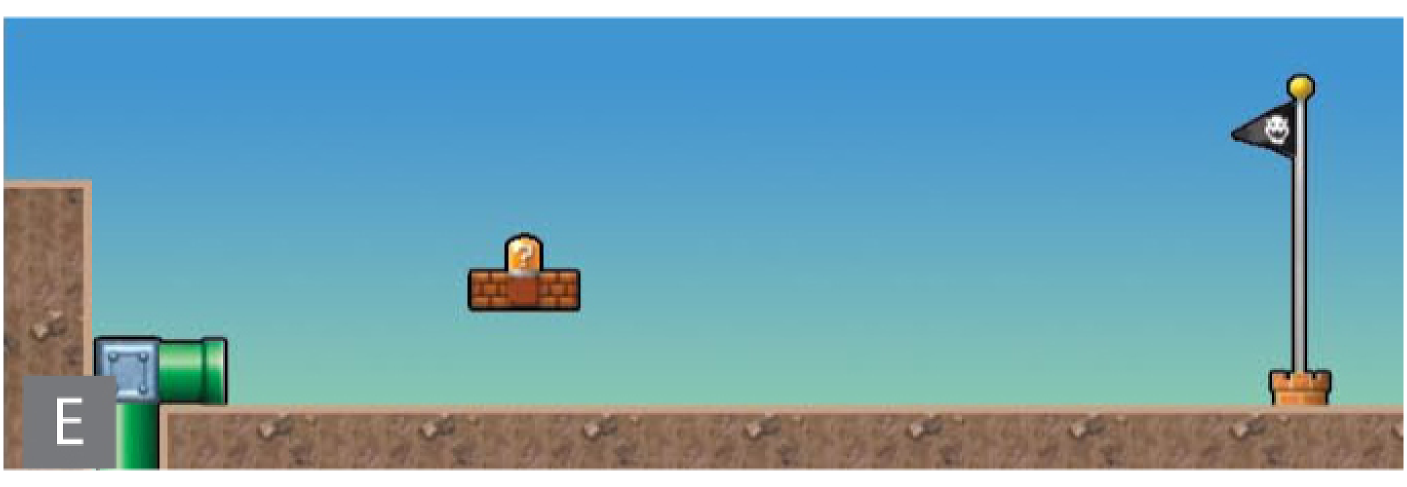
World 6-6

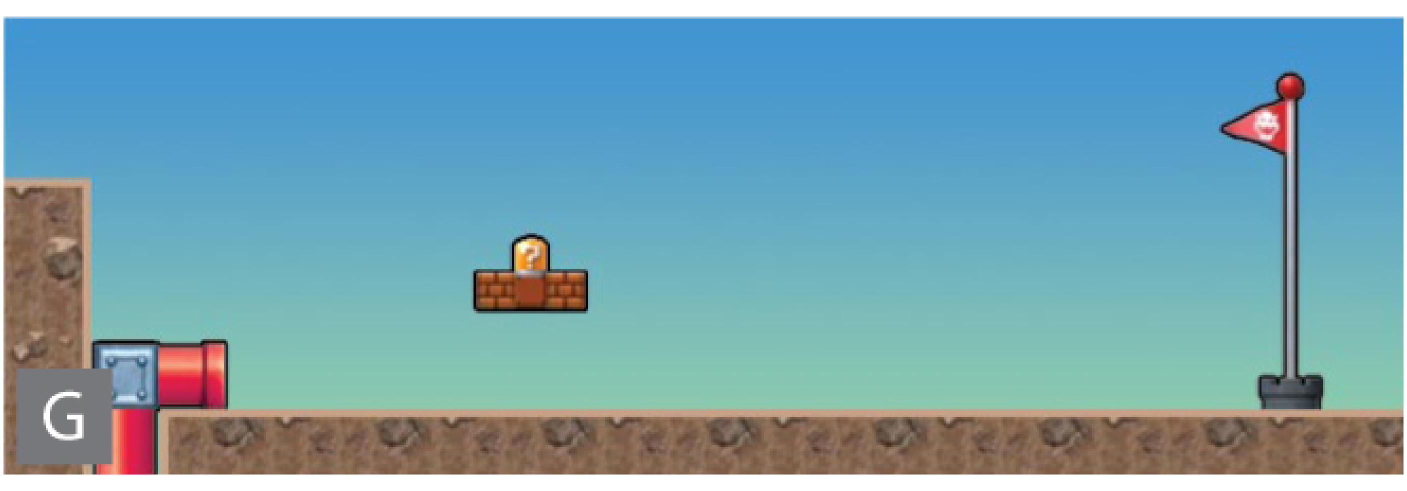


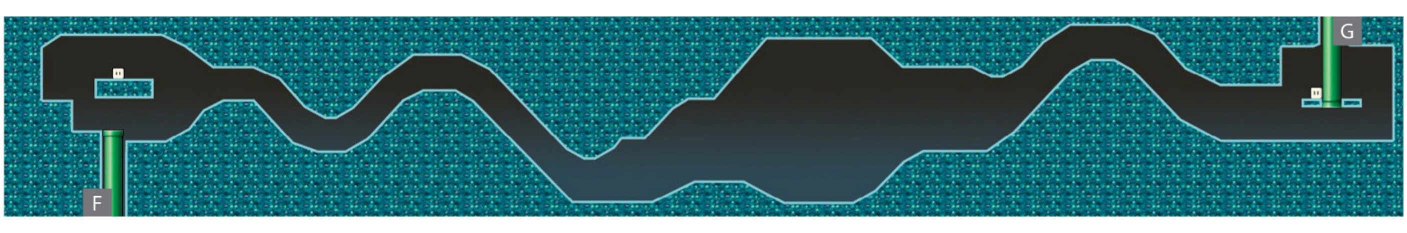




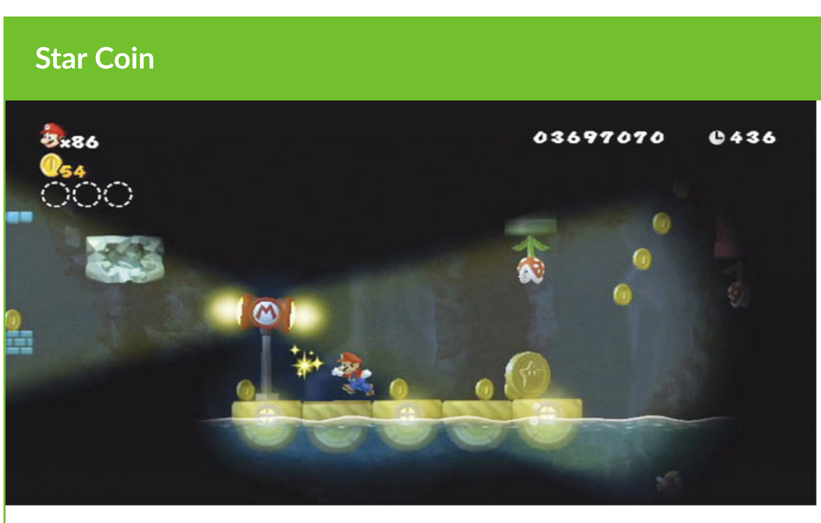




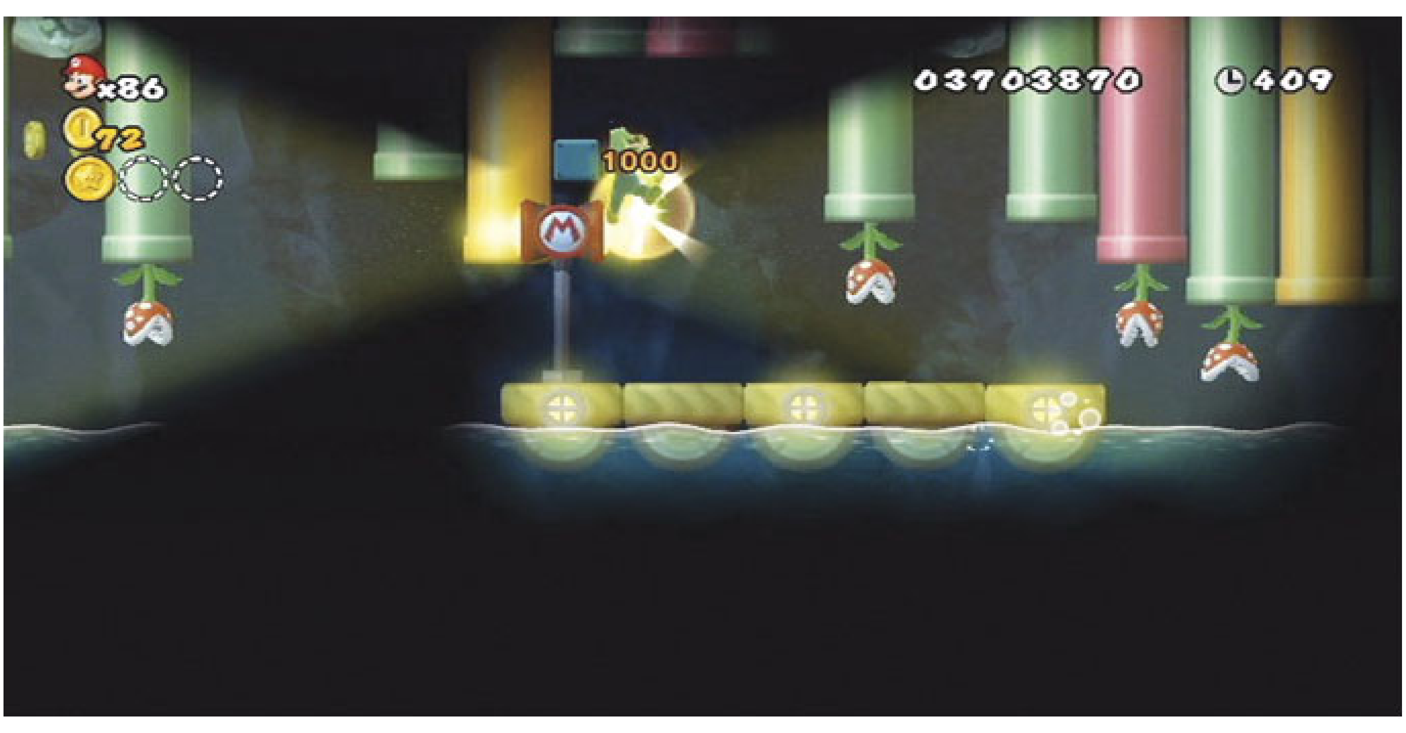




Star Coin

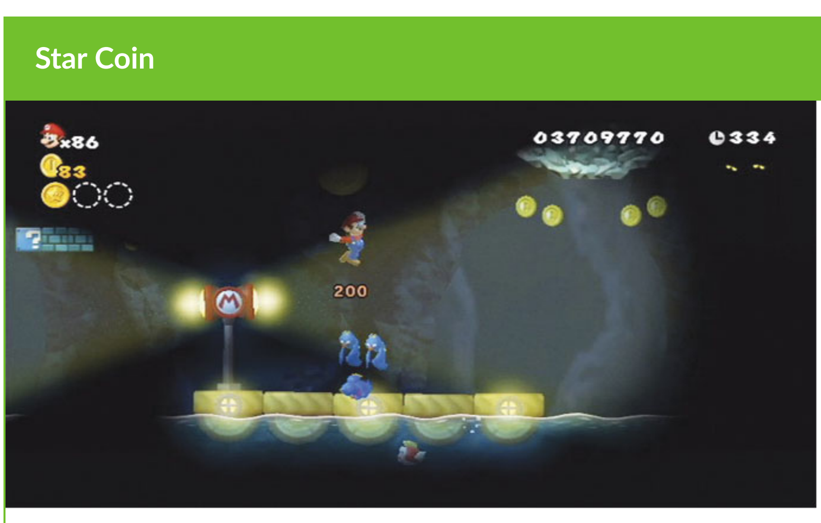

x86
54
03697070
436

① Pick up the POW Block at Point 1 and carry it toward the pipe with the Piranha Plant. Drop the block just as the platform passes underneath it. Grab the Star Coin as soon as it drops.


x86
72
03703870
409
1000

② Hit the Brick at Point 2 to find a Star power-up! While invincible, you'll also light up the entire cavern!

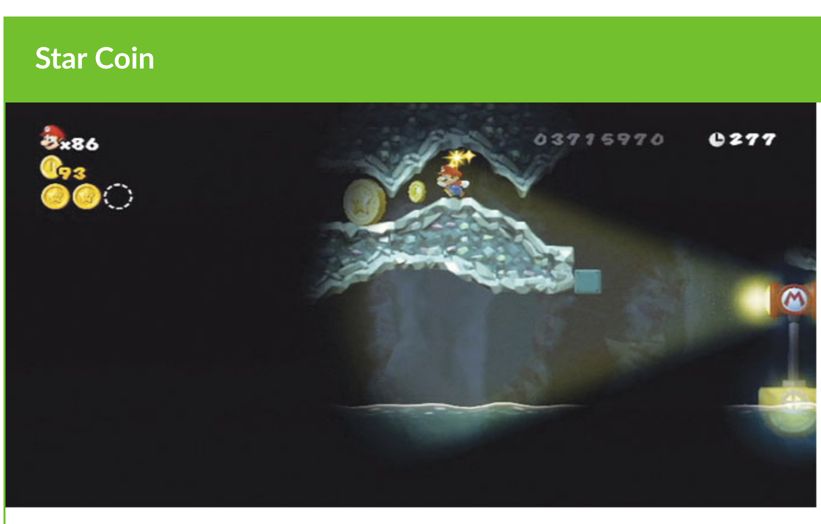
Star Coin


x86
83
03709770
334
200

③ Either grab the bouncing spring just before Point 3 or use one of the Swoops as it attacks you to reach the Star Coin at Point 3.

④ Use the spring to hit the P Switch overhead and collect the blue coins when they appear.

Star Coin


x86
93
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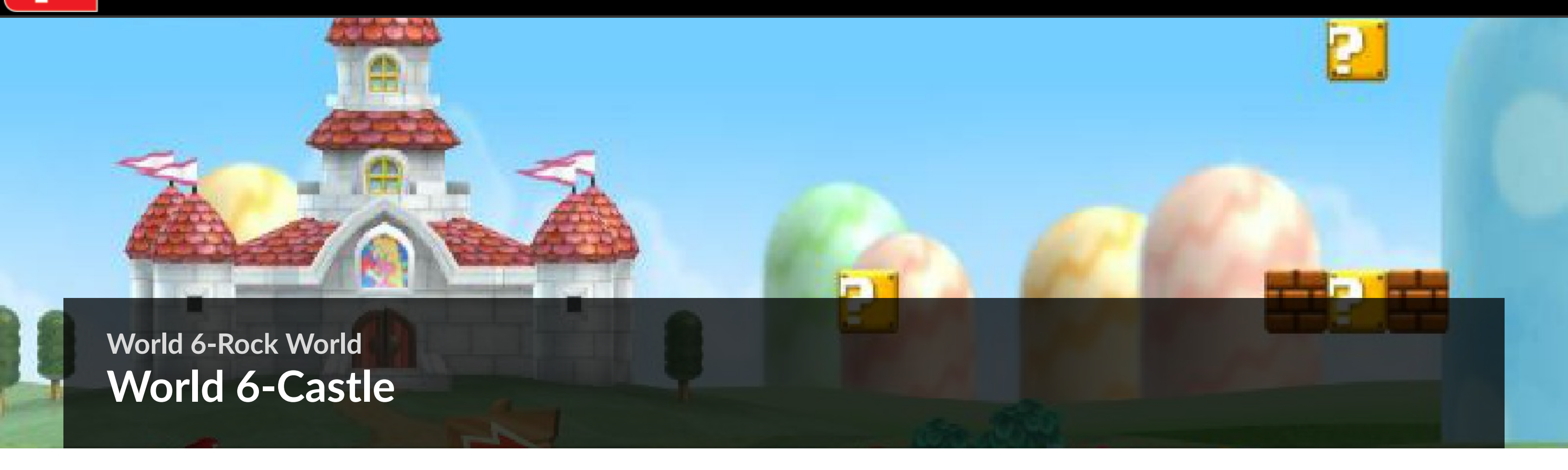
277

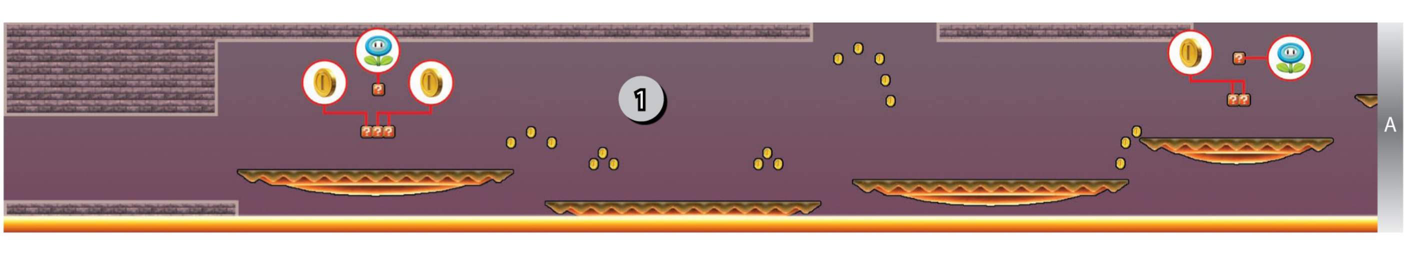
⑤ Jump up to the ledge at Point 5 and dash to the left to grab the Star Coin. Once you've got it, sprint right to catch up with the raft.

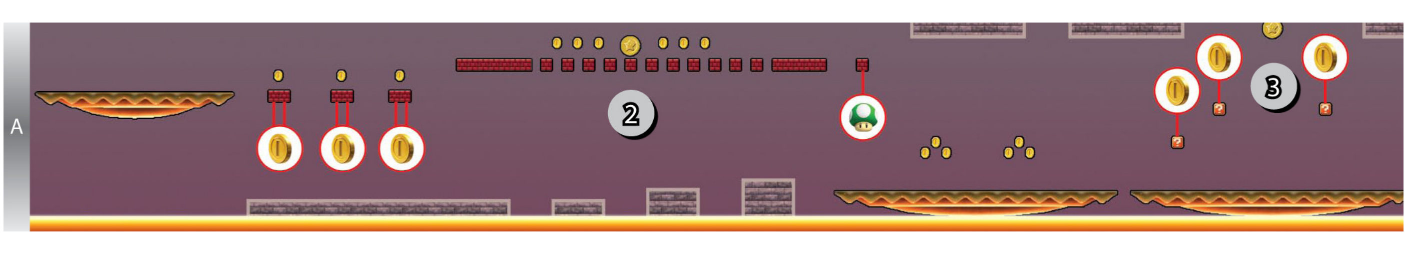
⑥ High above the water, between the first two Fire Bros., is a pipe. Go through this pipe to finish the level and unlock the path to the World 6 cannon!

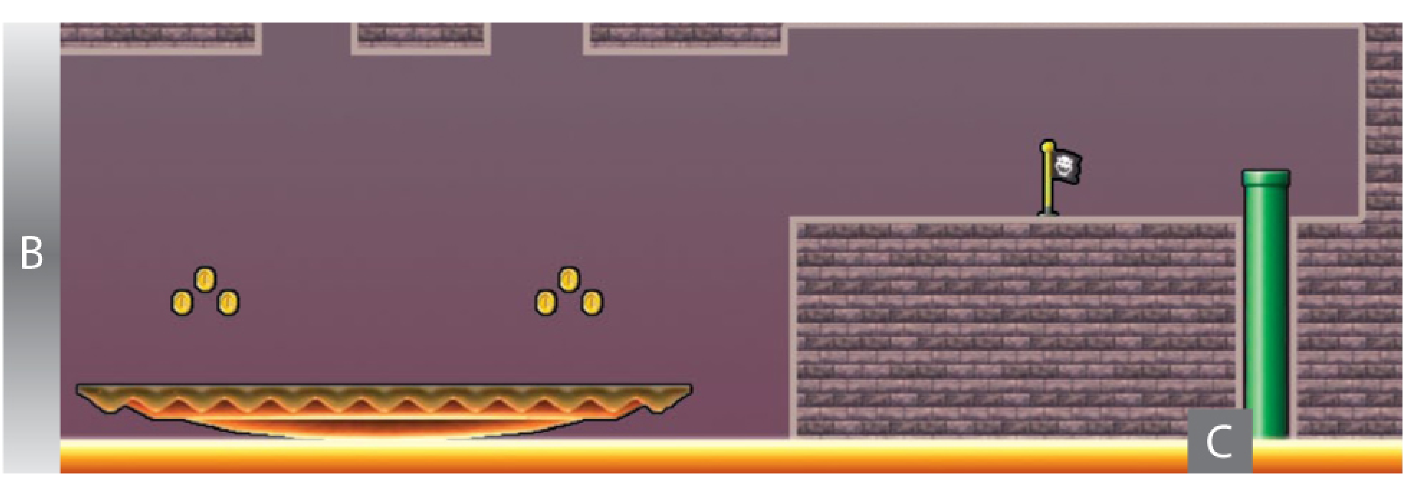


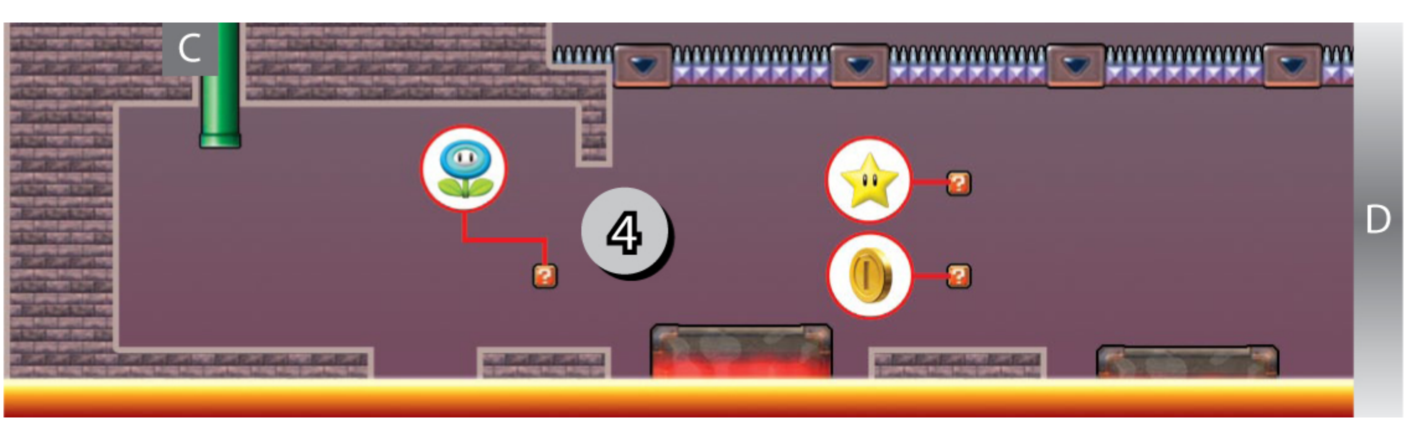
World 6-Rock World

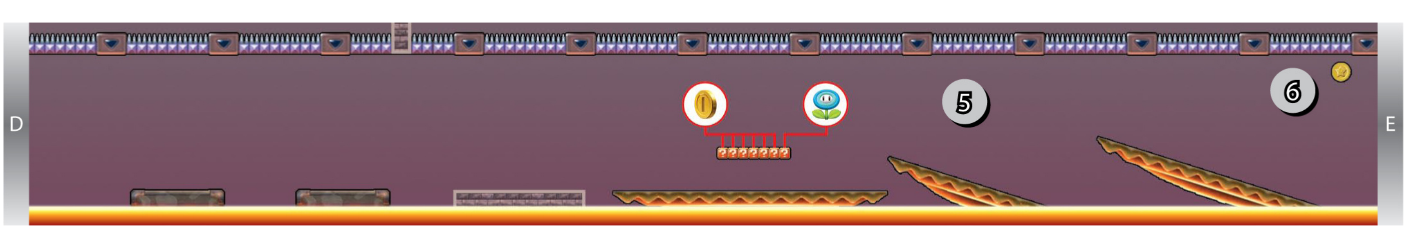
World 6-Castle

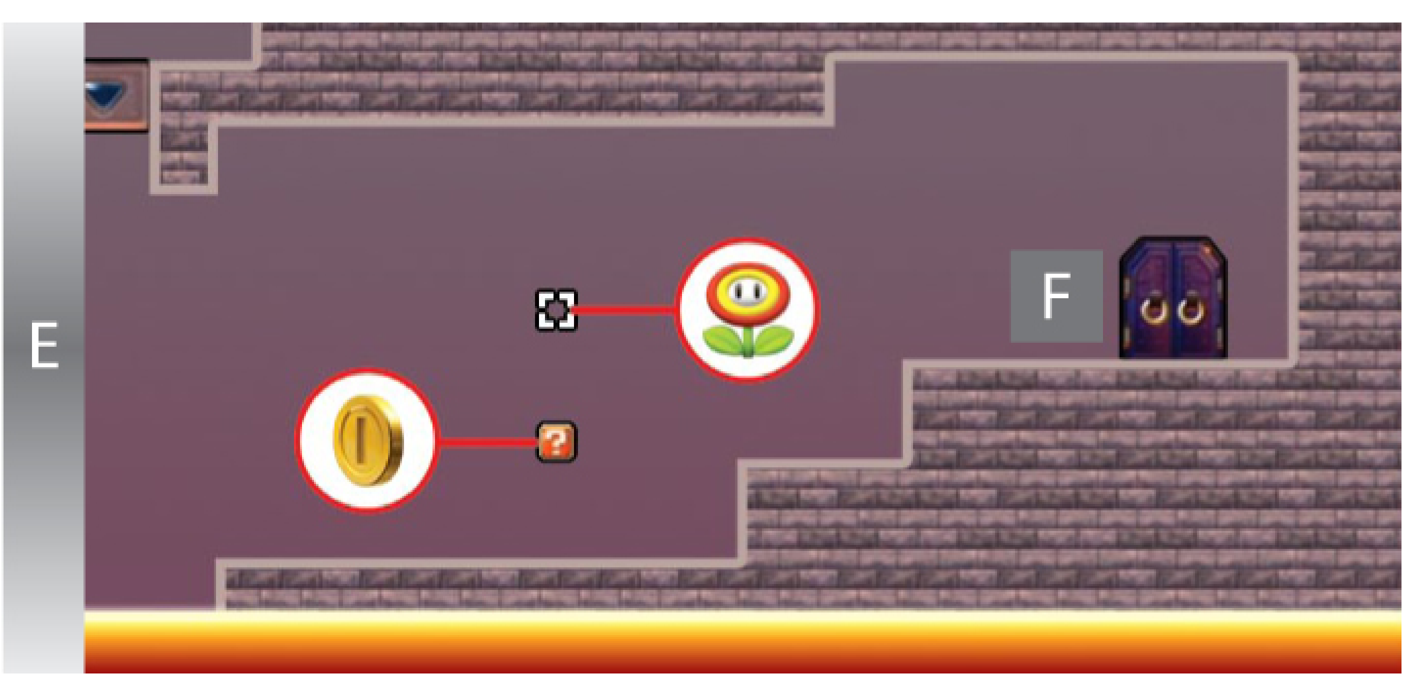


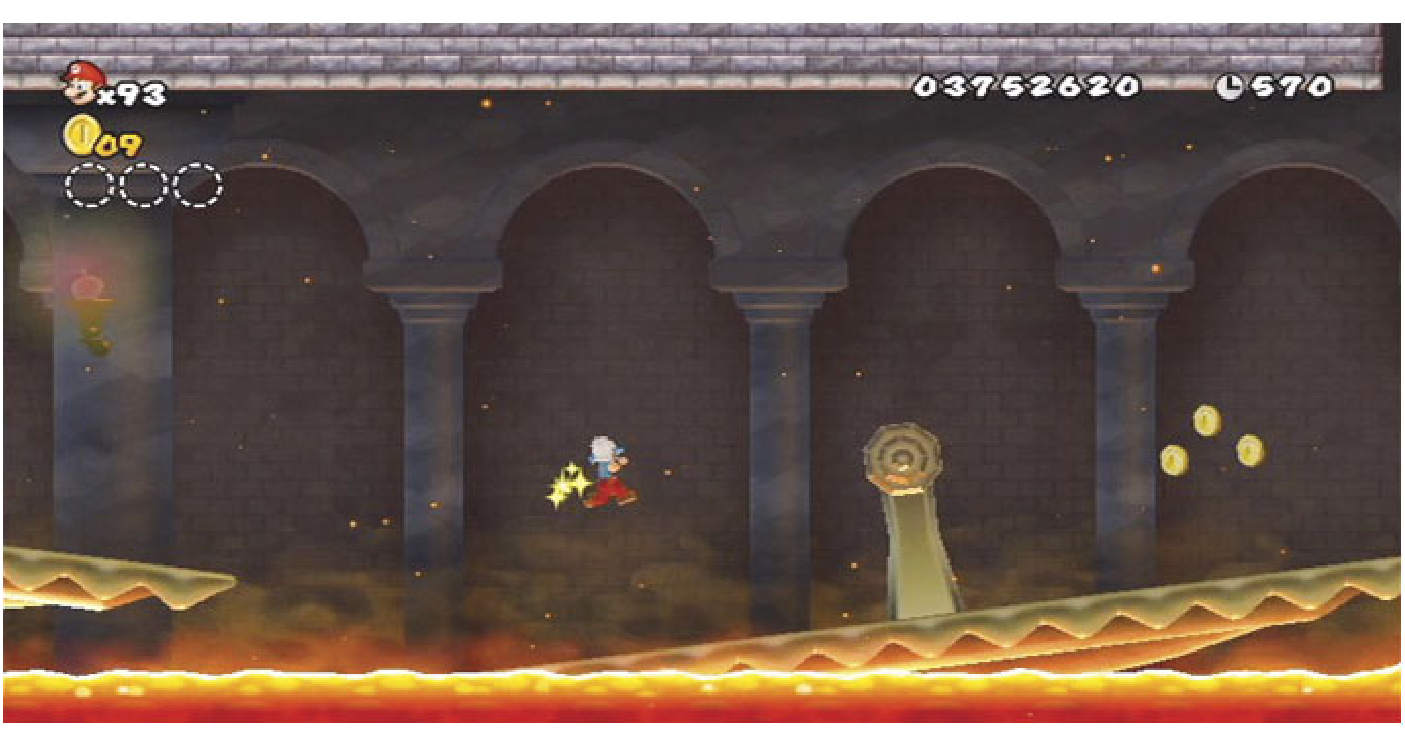






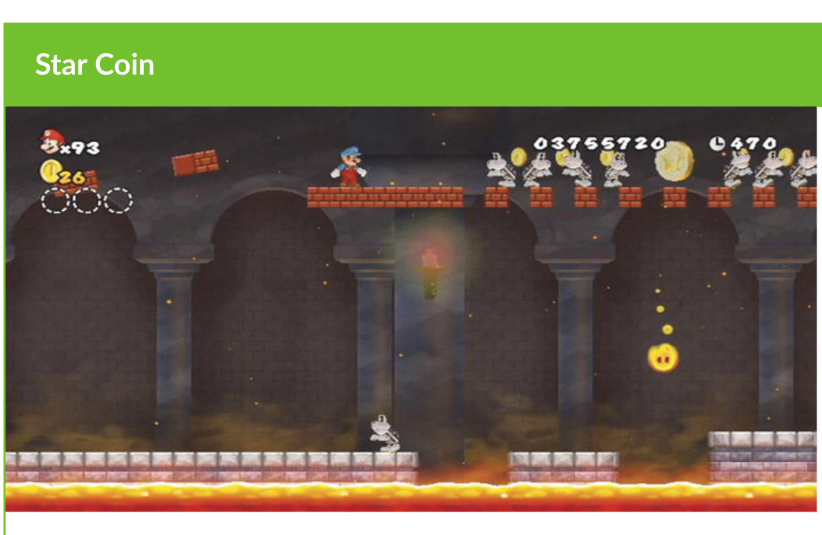






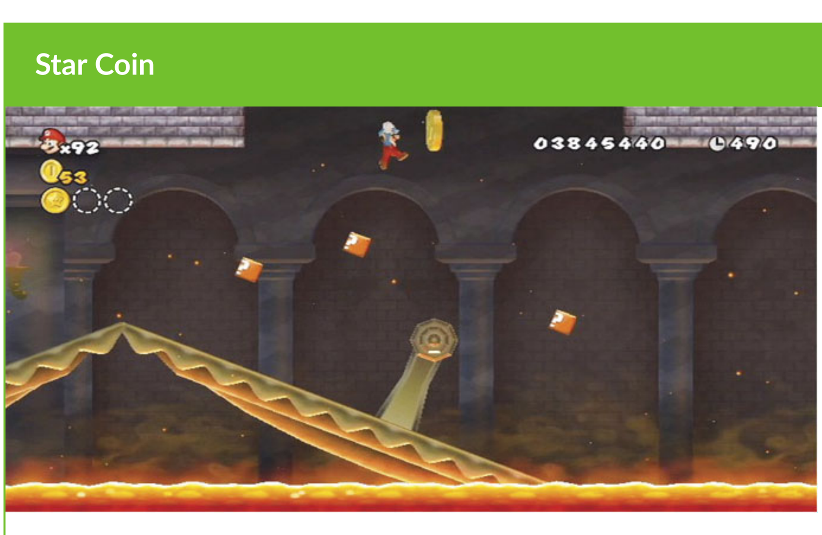
① Don’t stand too close to the edge of any of the swinging platforms. The closer they are to the edge, the deeper they dip into the lava! Stay near the center of the platforms as they swing, until you need to make your move.

Star Coin

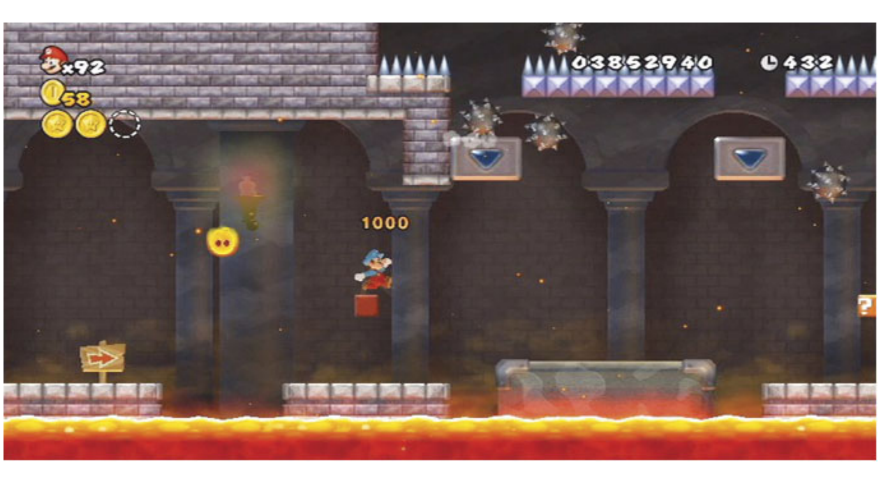


② The first Star Coin is high atop the level on a series of Blocks. Jump from the swinging pendulum onto the blocks, then Gap-Dash to the right to grab the Star Coin. Be careful when you approach it, however. It’s surrounded by brittle Dry Bones! If you are Ice Mario, freeze the first Dry Bones, then toss it down the row of bricks to crush all of its buddies and grab the Star Coin.

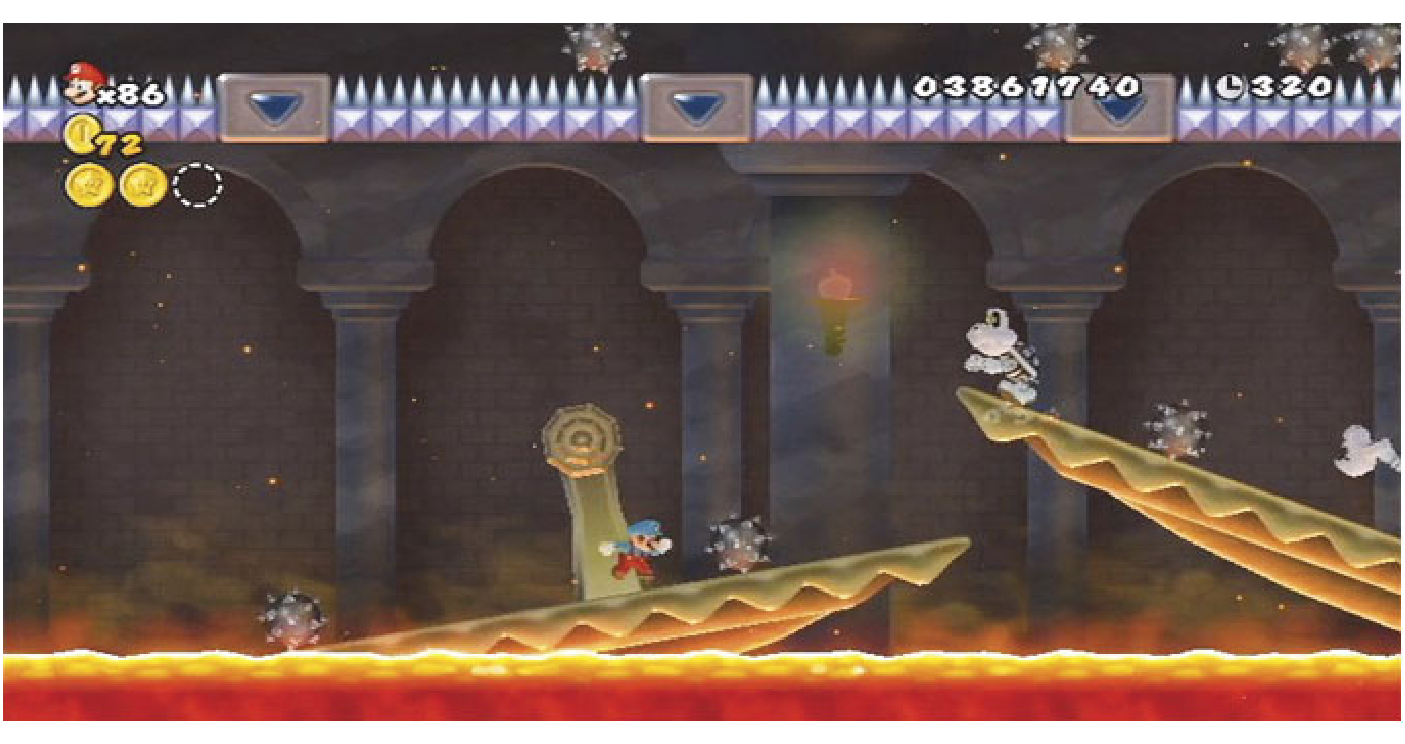
Star Coin



③ At Point 3, jump onto the two ? Blocks and wait for the pendulum to swing to the left. As it lifts you up into the air, it carries you closer to the Star Coin. When the ? Blocks are at their apex, jump right to grab the second Star Coin.

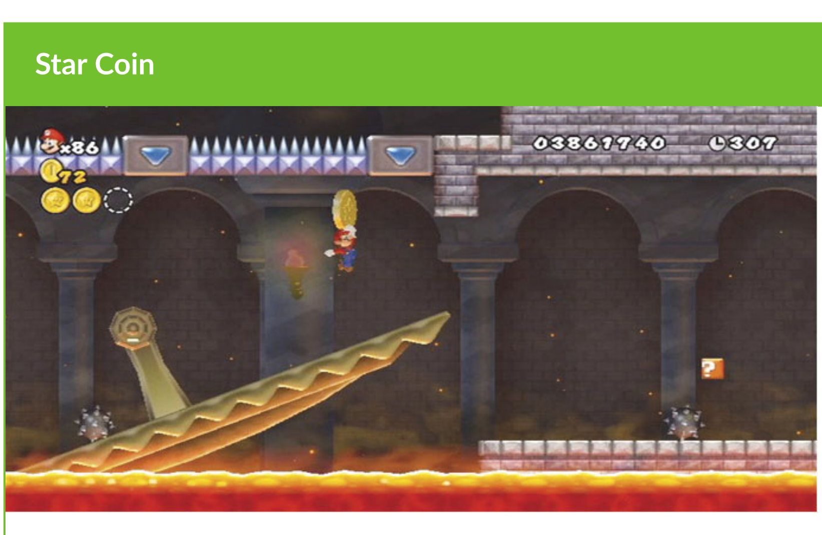


④ Wait at Point 4 while many of the spiked balls that fall down from the ceiling roll away harmlessly. If you rush ahead, you’ll have to dodge several balls at once. Instead, let most of them fall into the lava, then resume your journey. There’s a Star in an Invisible Block over the ? Block with one coin in it. But be quick. The spiked balls can destroy the ? Block before you use it as a platform.



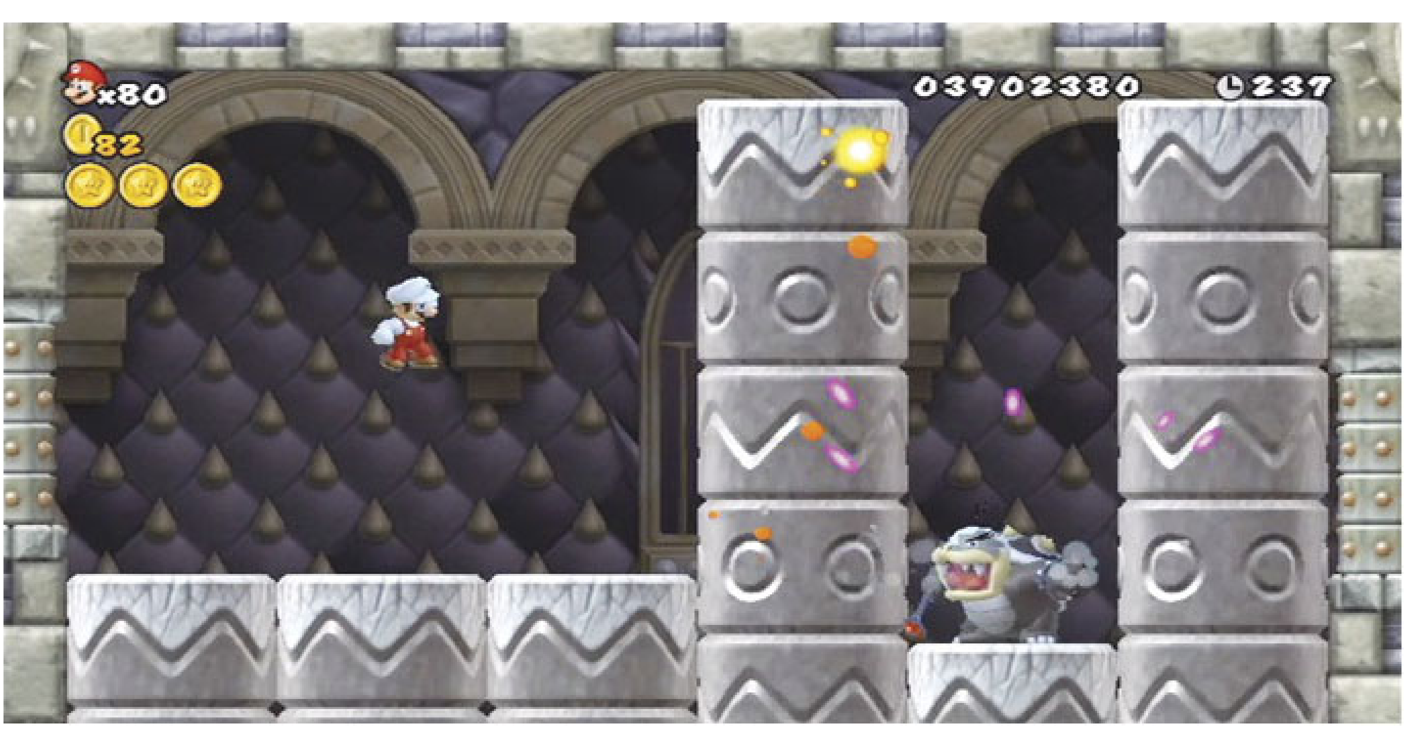
⑤ As you progress across the pendulums, stop again at Point 5 while the spiked balls crush the Big Dry Bones.

Star Coin

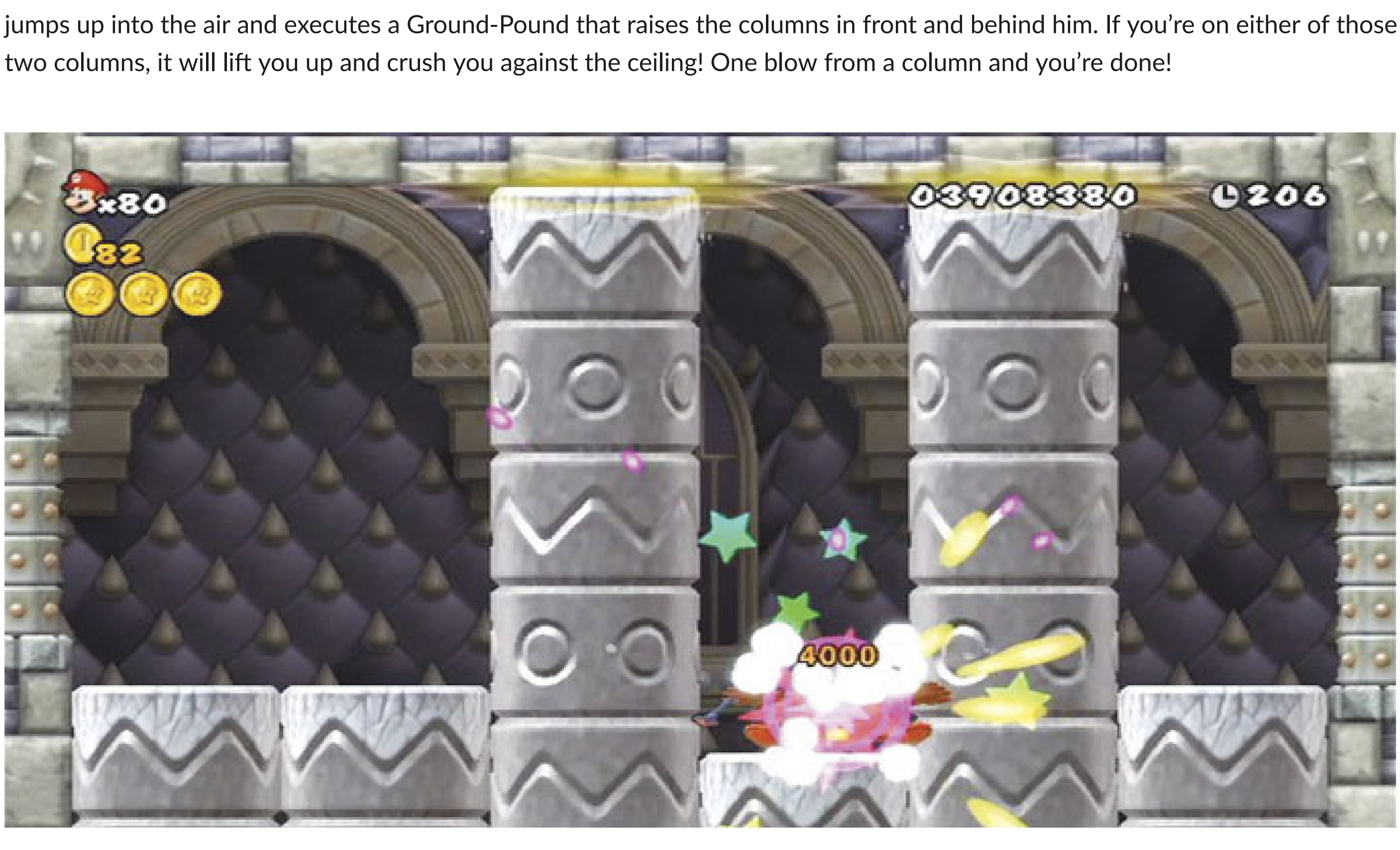


⑥ Wait for the last pendulum to swing all the way to the right, then jump up on the right side to grab the final Star Coin.

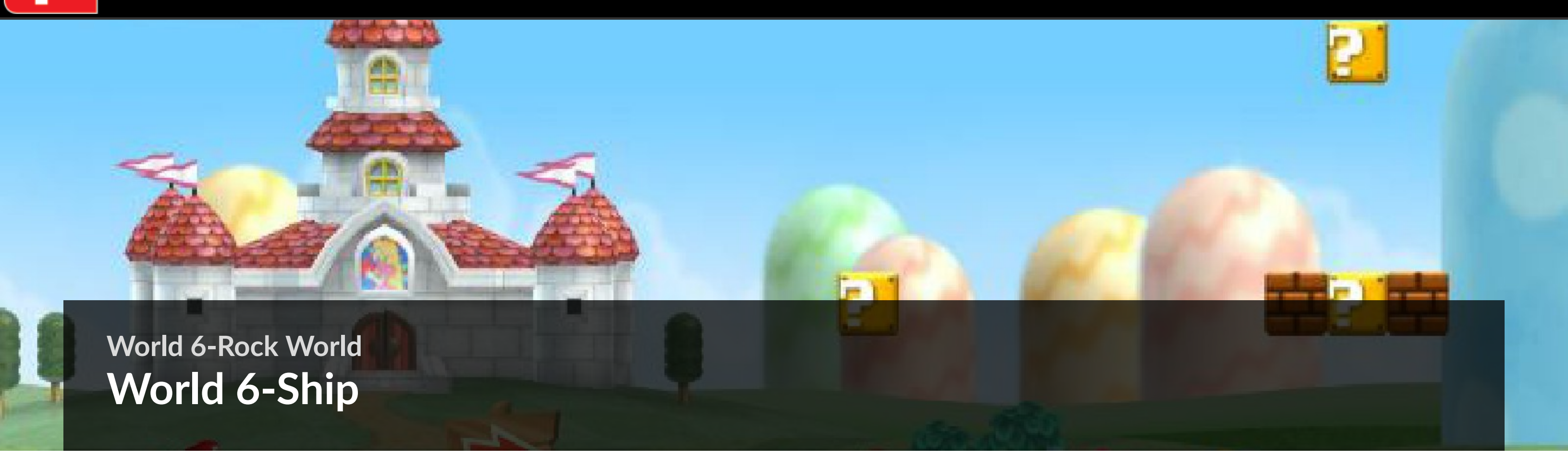
Boss Battle



The final showdown with Morton takes place in a room with a floor made of dangerous columns. As you battle him, Morton jumps up into the air and executes a Ground-Pound that raises the columns in front and behind him. If you’re on either of those two columns, it will lift you up and crush you against the ceiling! One blow from a column and you’re done!

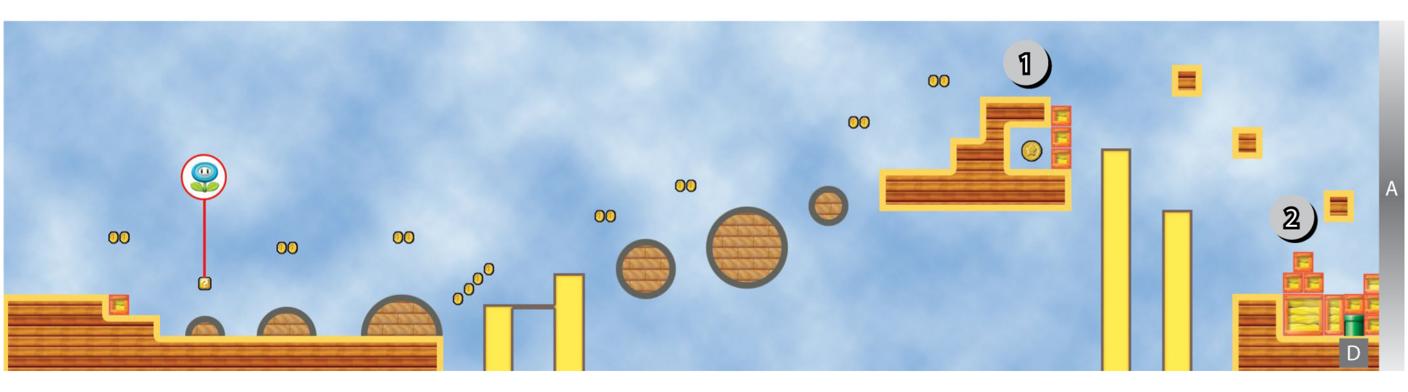


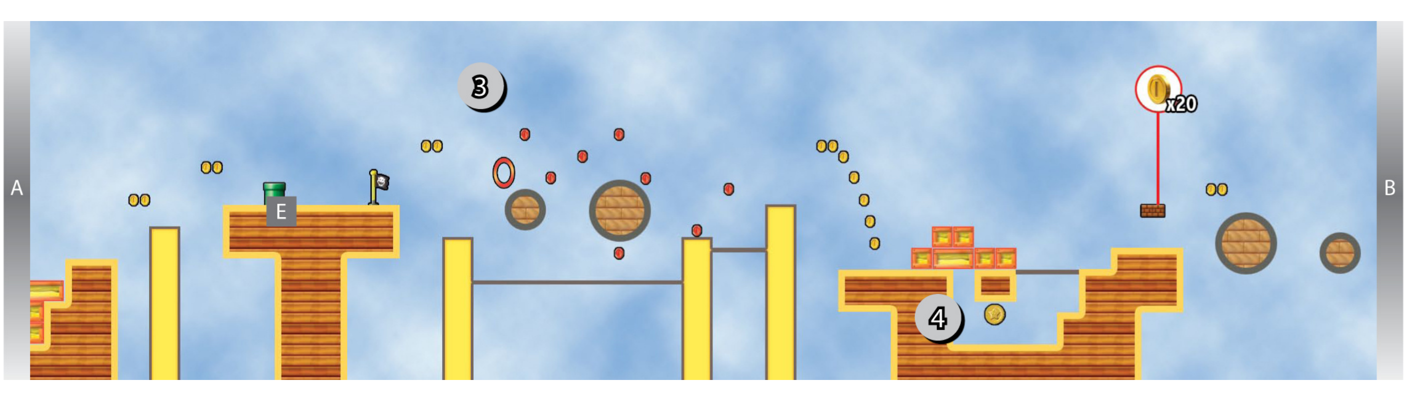
Keep your distance from Morton while he stomps around the room and only attack him as he prepares to jump up. If you stay at least two column segments away from him, his column attack won’t hurt you. Pounce on his head three times and dodge his shell attacks to come out victorious.

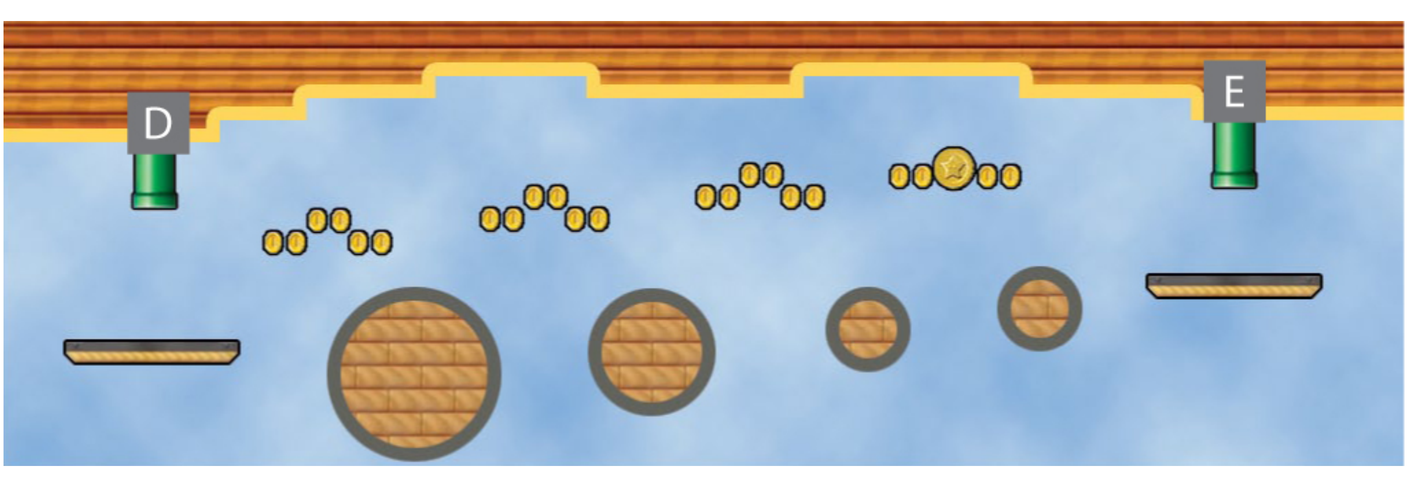


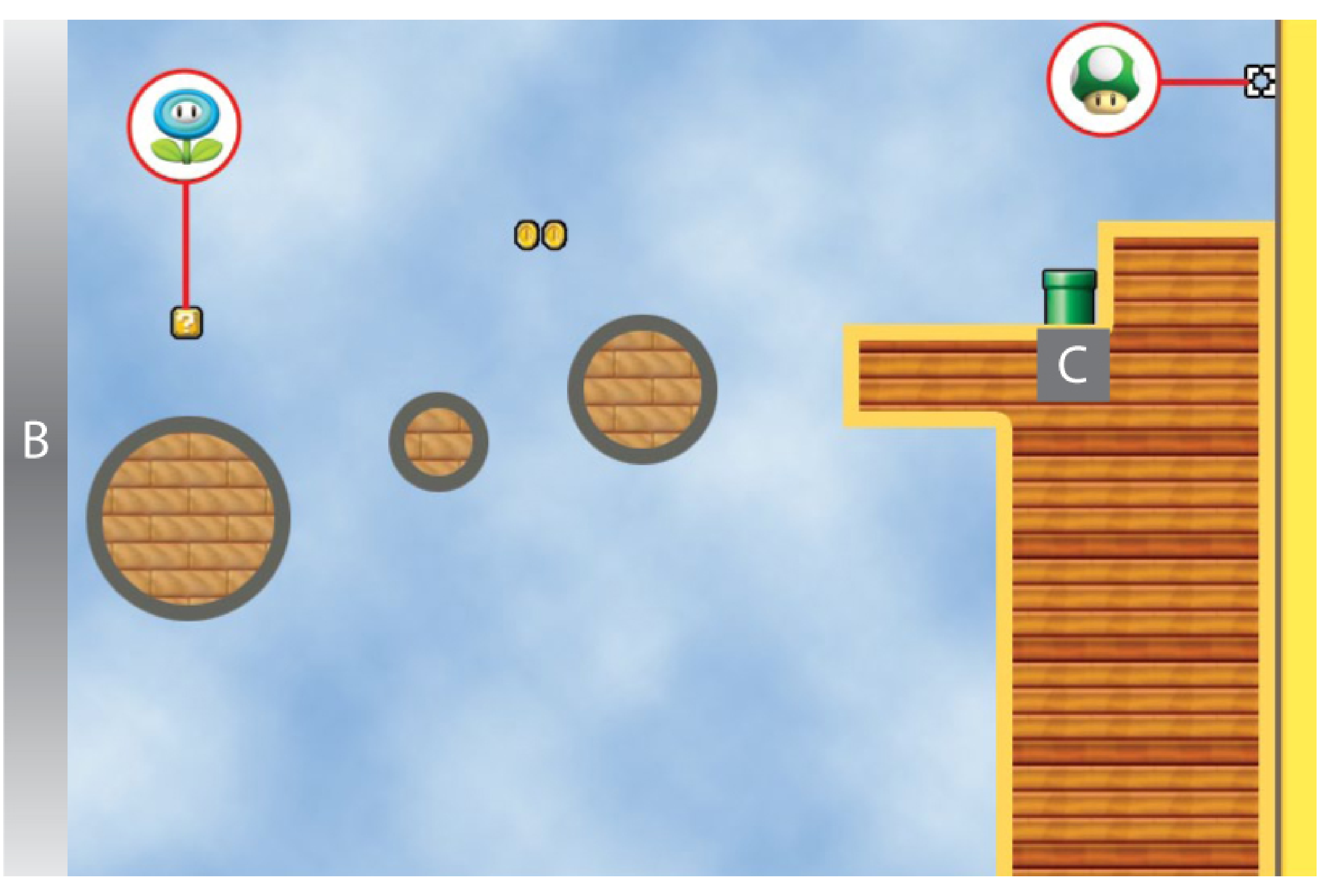
World 6-Rock World

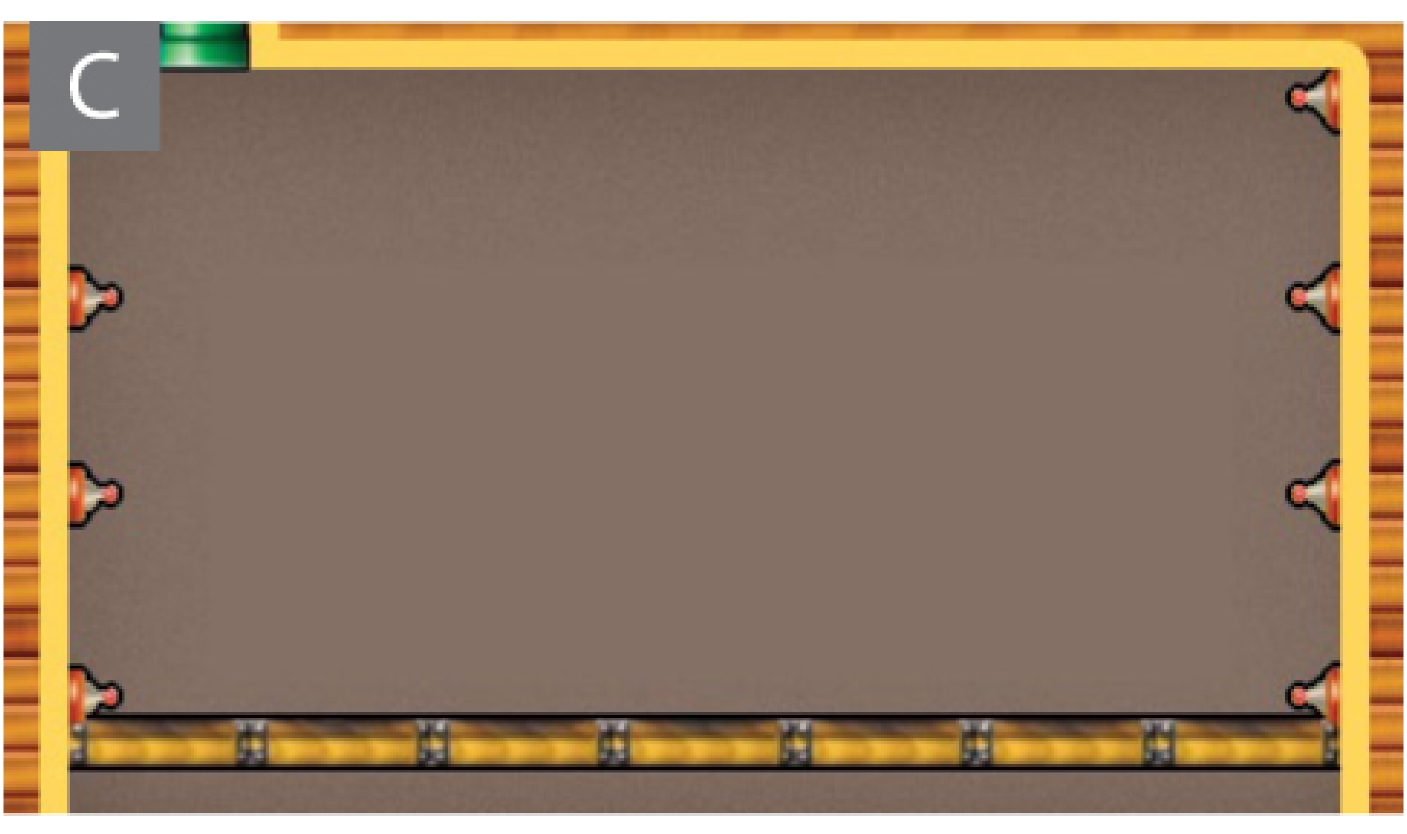
World 6-Ship



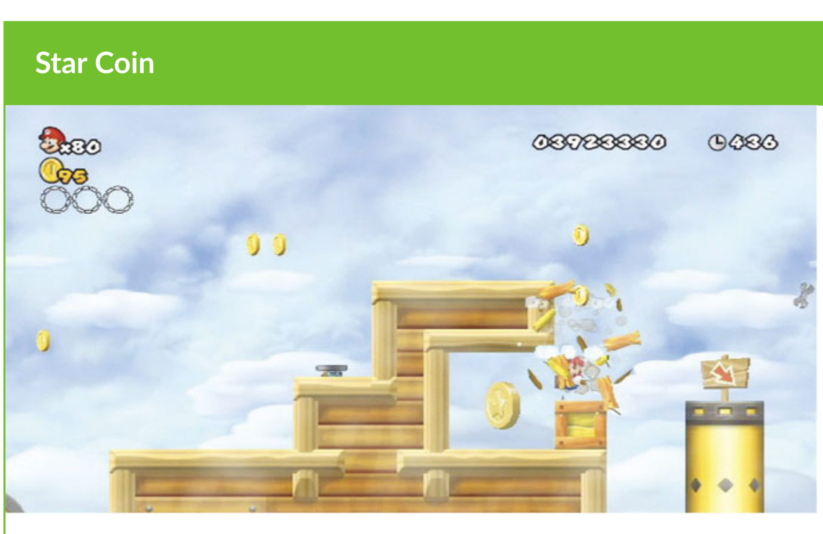






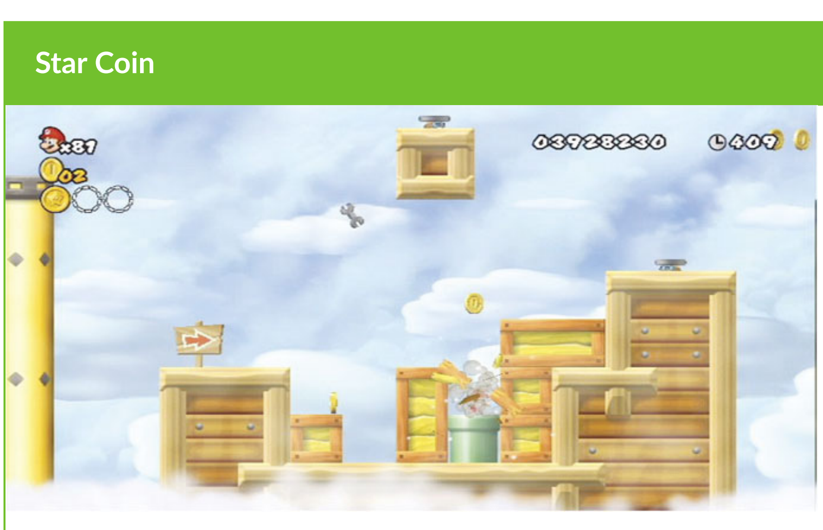


Star Coin

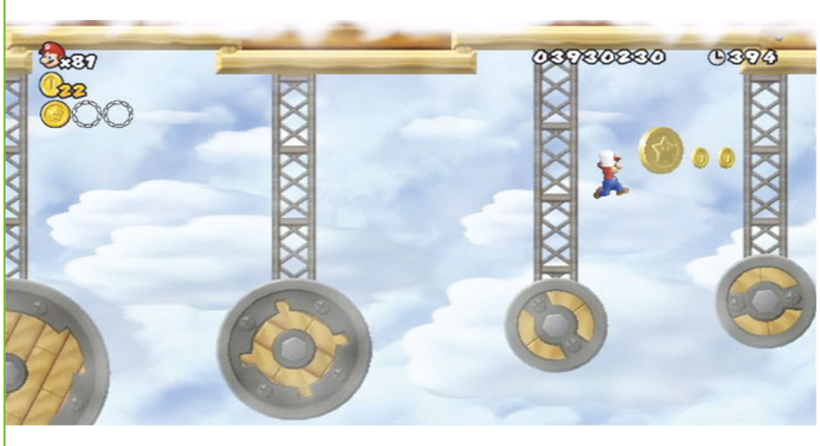


① Ground-Pound the crates at Point 1 to gain access to the niche with the first Star Coin. After grabbing the Star Coin, rush out of the niche and jump on the columns on the right.

Star Coin

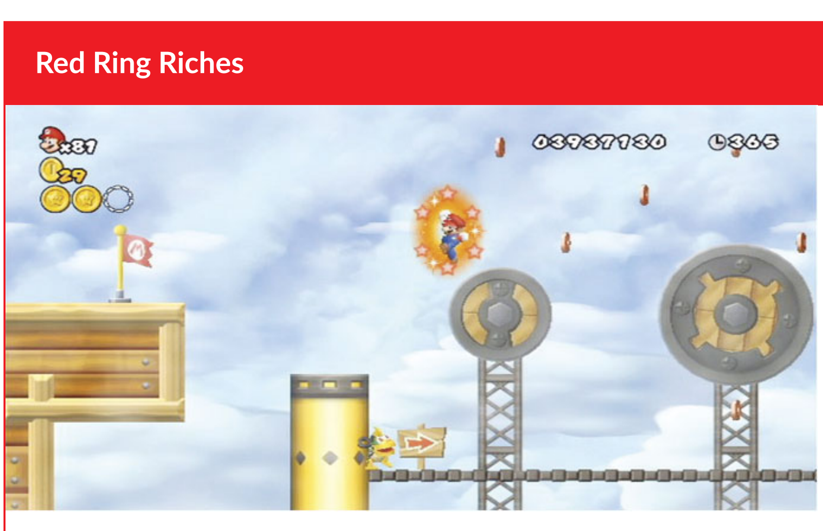


② Ground-Pound through the crates at Point 2 and go down the pipe to the bottom of the ship.



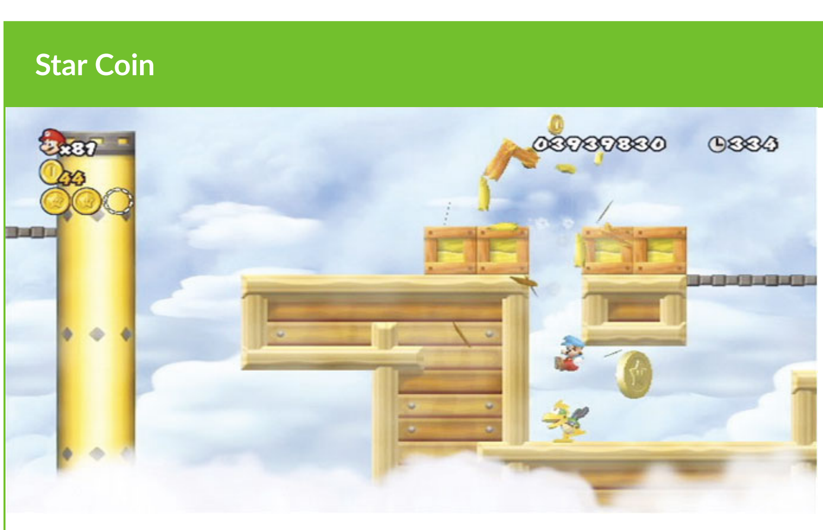
Carefully jump from wheel to wheel until you reach the second Star Coin on the far right.

Red Ring Riches



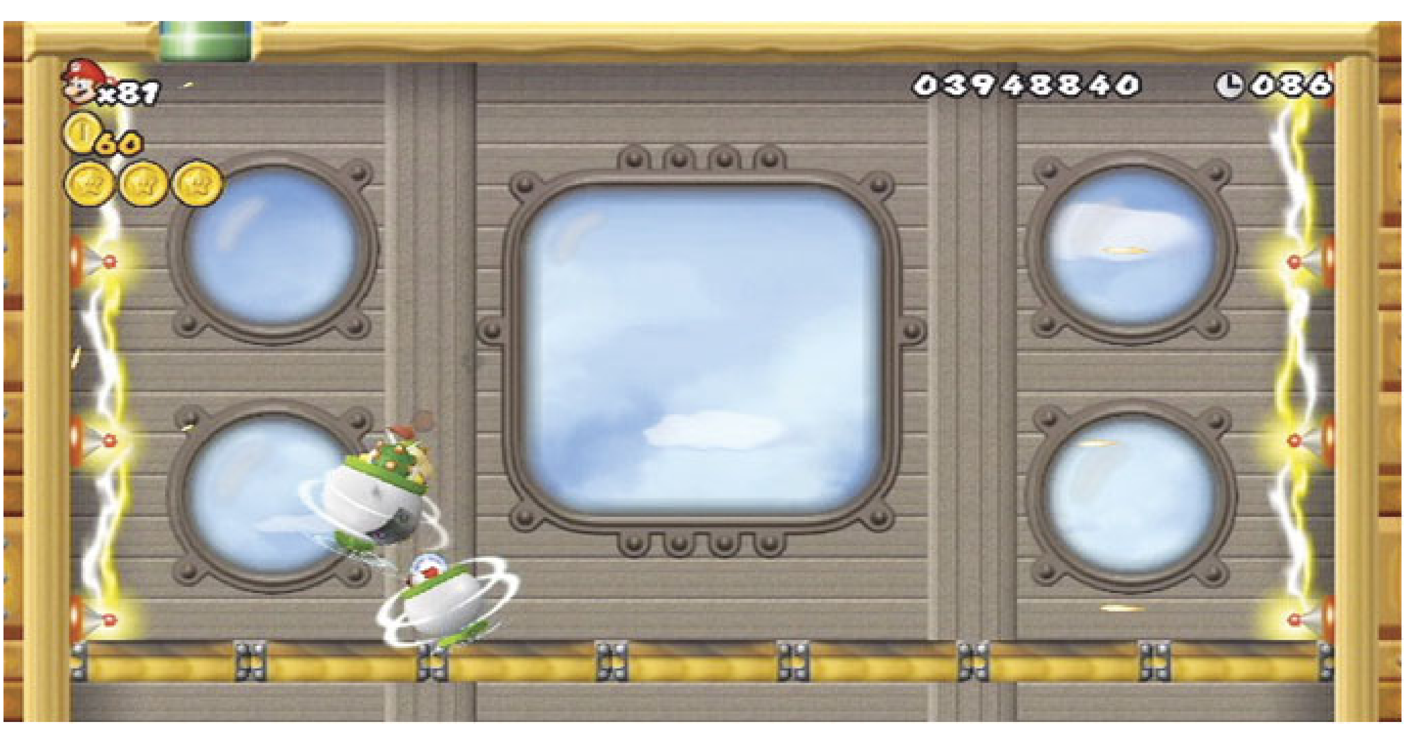
③ After emerging from the pipe from Point 2, Spin-Jump to the right to pass through the Red Ring. The red coins appear above and below the wheels on the right, so grab the top ones first, then quickly drop down to grab the last one on the bottom of the wheels.

Star Coin

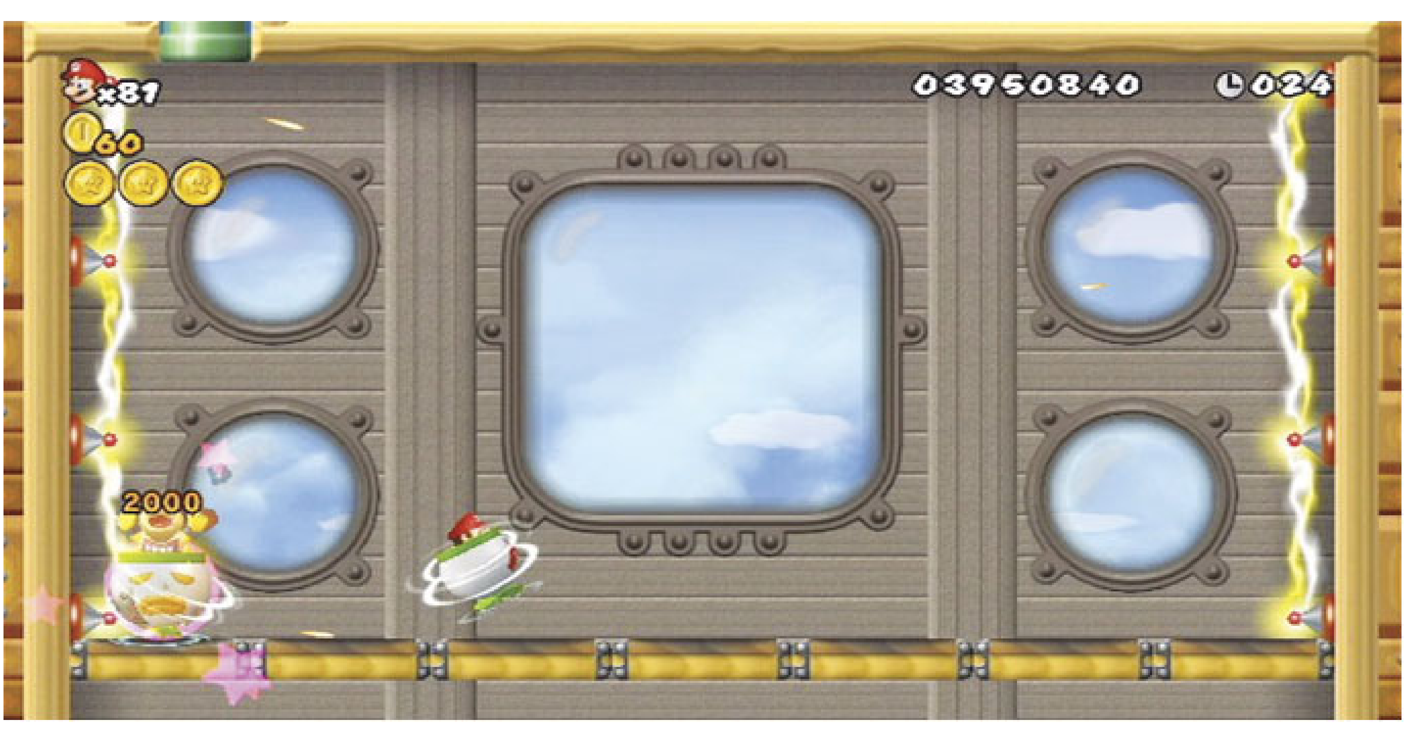


④ Once again, Ground-Pound through the crates to reach the Star Coin. Once you've pocketed the coin, jump up to the ledge on the right and resume your journey.

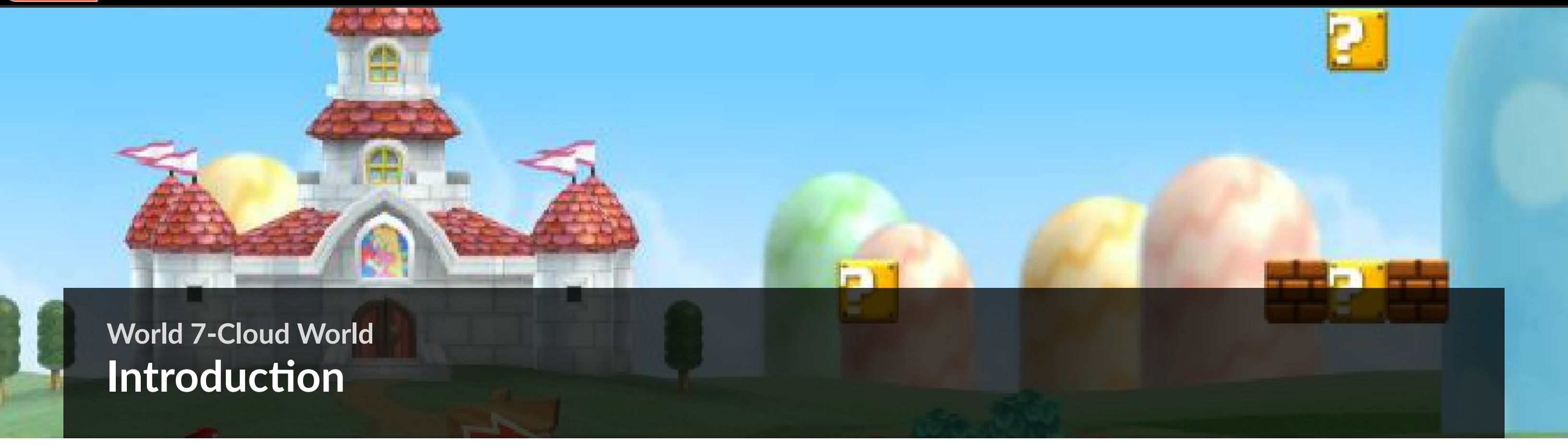
Boss Battle



After you reach Bowser Jr.'s chamber, the bothersome Koopaling hops into his flying carriage. Luckily, there's an extra carriage nearby. Hop in and fly up near Bowser Jr. Begin bumping Bowser Jr.'s flying carriage into the electrical hazards on either side of the room. He'll fight back and try to do the same thing to you, but if you shake your Wii Remote as you bump him, you'll get an extra speed boost and bump him stronger and farther.



Either bump him into the electrical fields or lure him near one. Get out of the way as he attacks you. Send him crashing into the field as he misses you to inflict damage. Three zaps of electricity and Bowser Jr. is defeated!



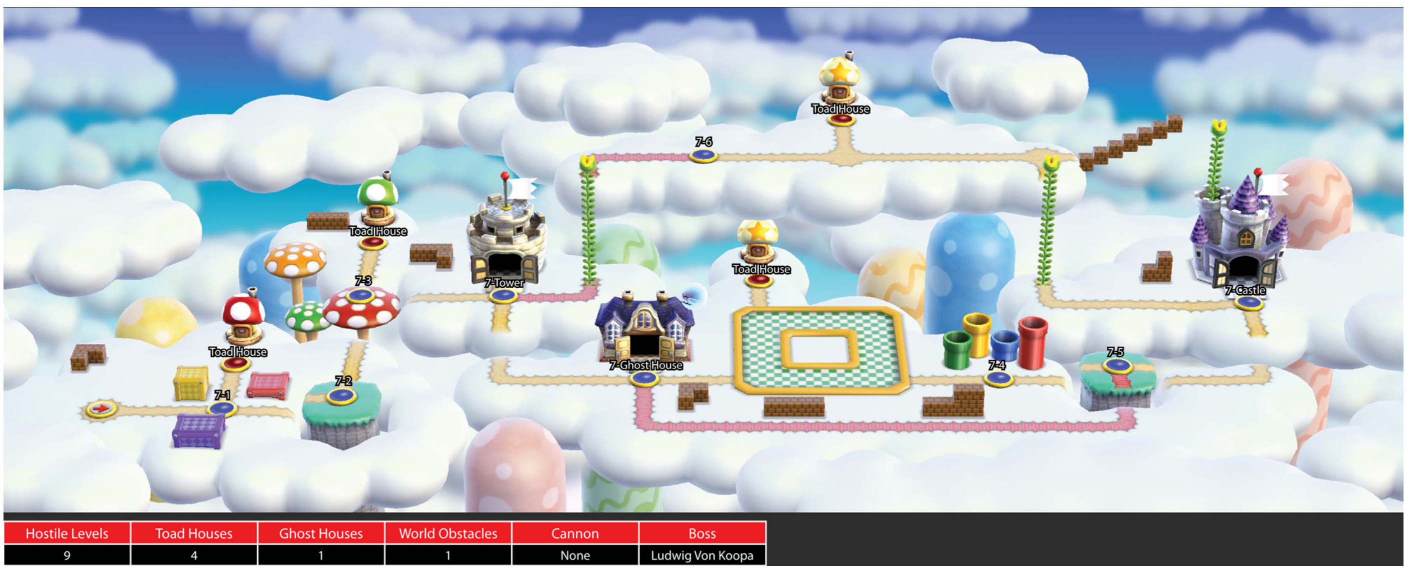
World 7-Cloud World

Introduction

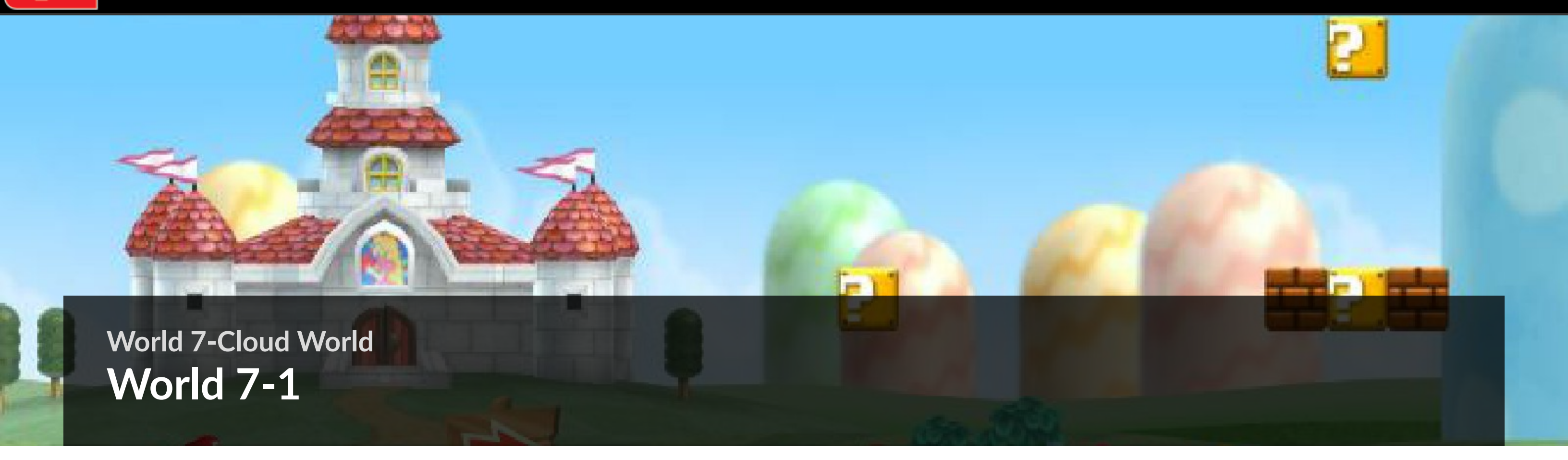
World 7-Cloud World

Many of the levels in World 7 take place in the sky, where clouds hide power-ups, enemies, and obstacles. If you're not careful with nearly every step, you can easily fall off the side of a platform, walkway, or cliff to your death.

New enemies, like the Foos, can make traversing a level nearly impossible, so use your Propellerhead power-up to blow the clouds away as you go!

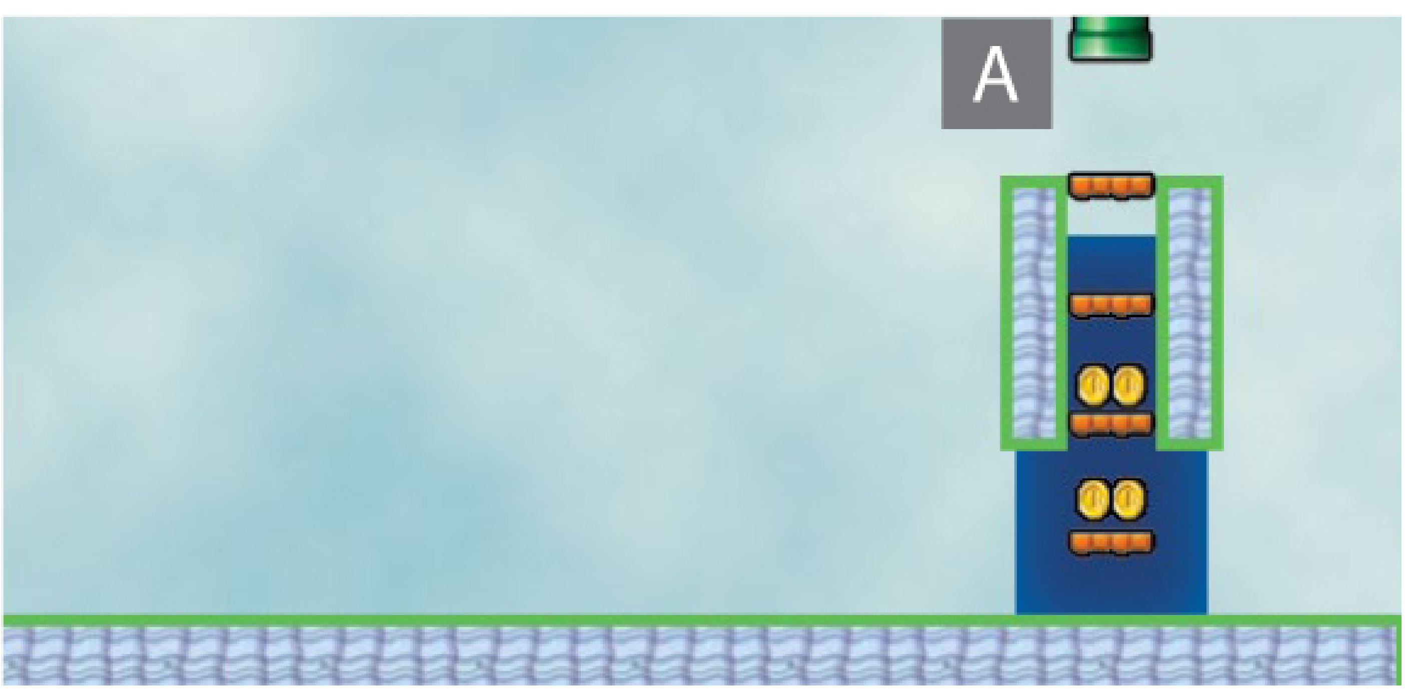

Toad House
7-6
Toad House
7-Tower
Toad House
7-3
7-Castle
Toad House
7-Ghost House
7-4
7-5
7-2
7-1

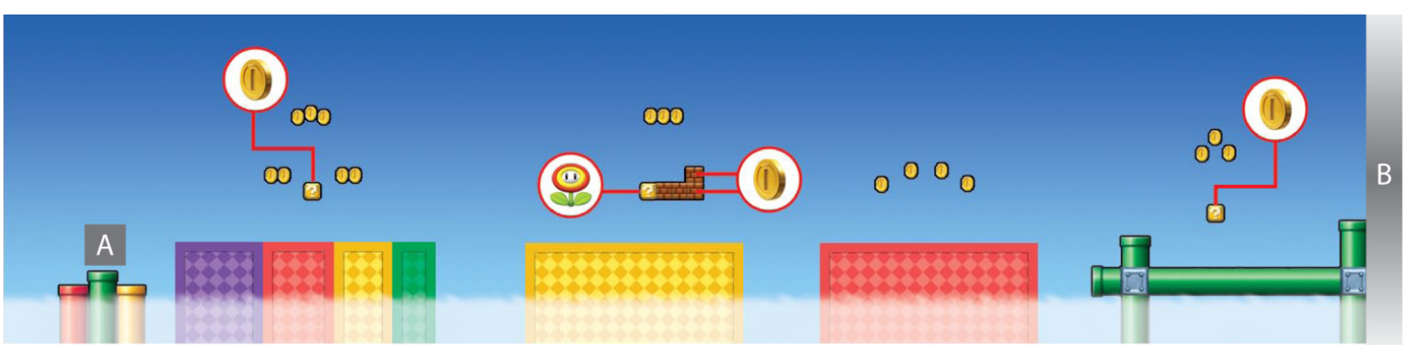
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
9	4	1	1	None	Ludwig Von Koopa

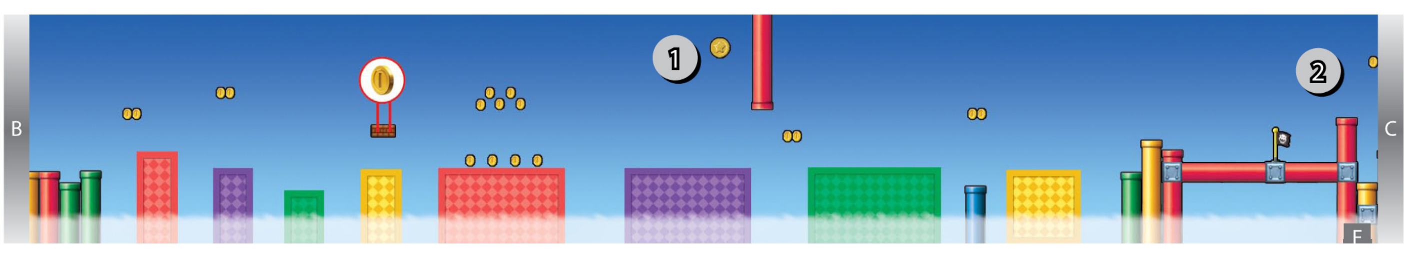


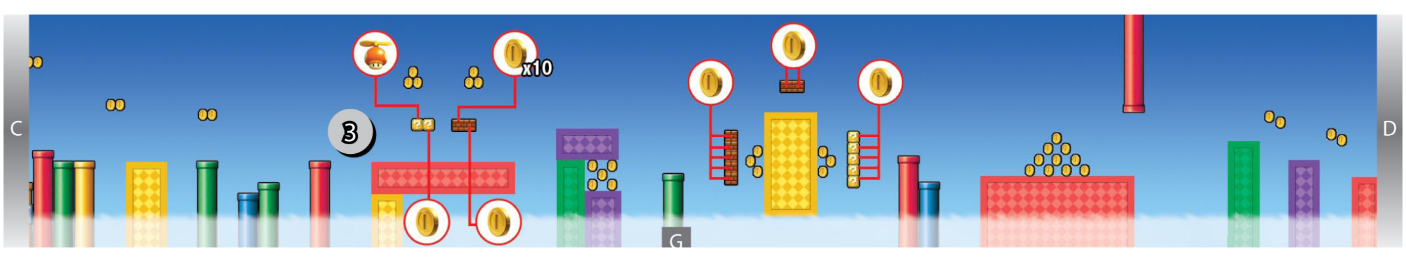
World 7-Cloud World

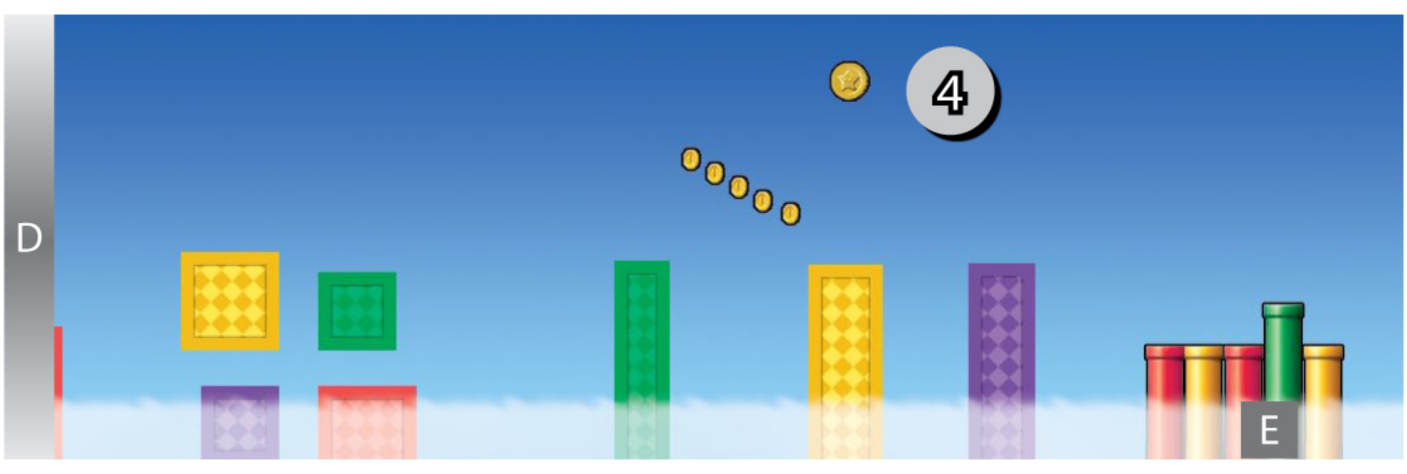
World 7-1

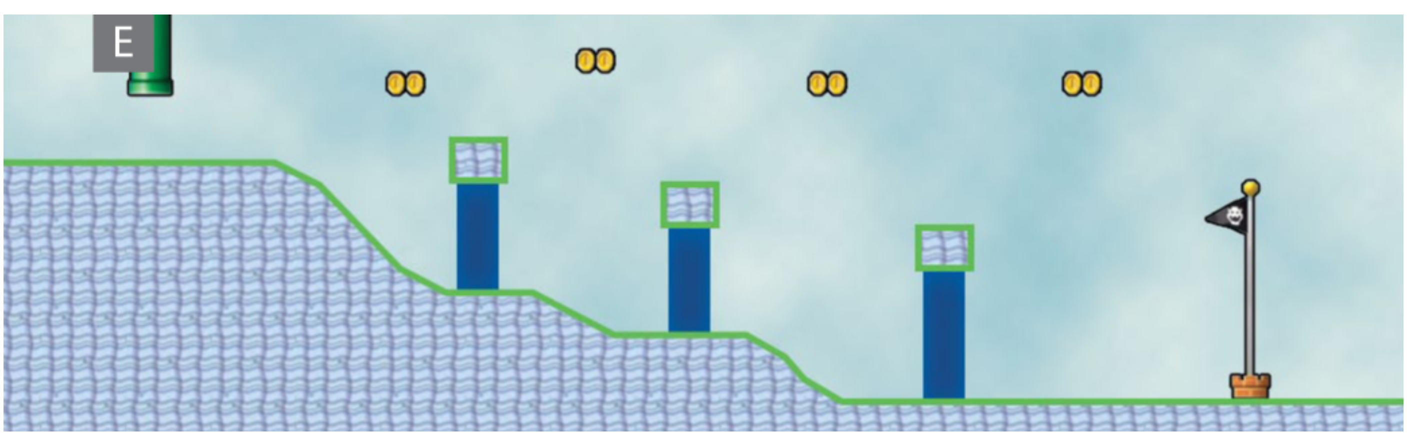


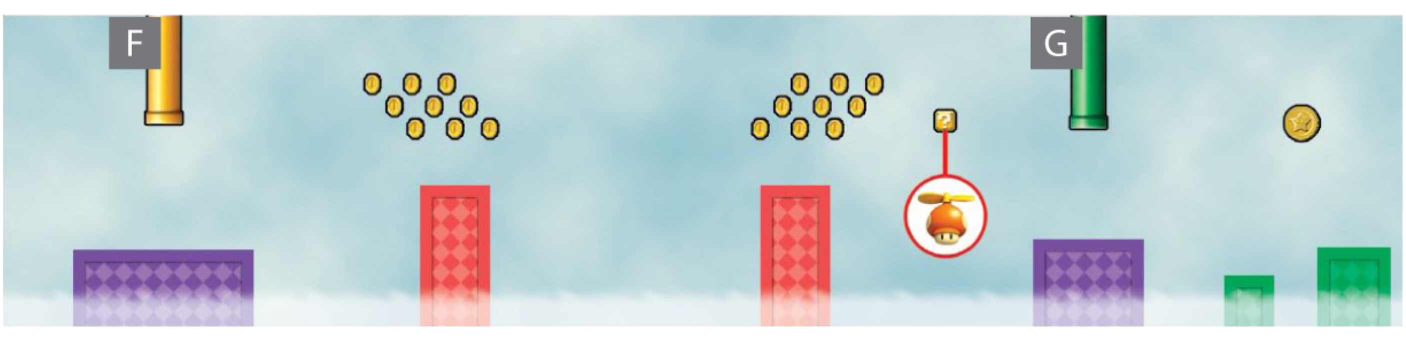




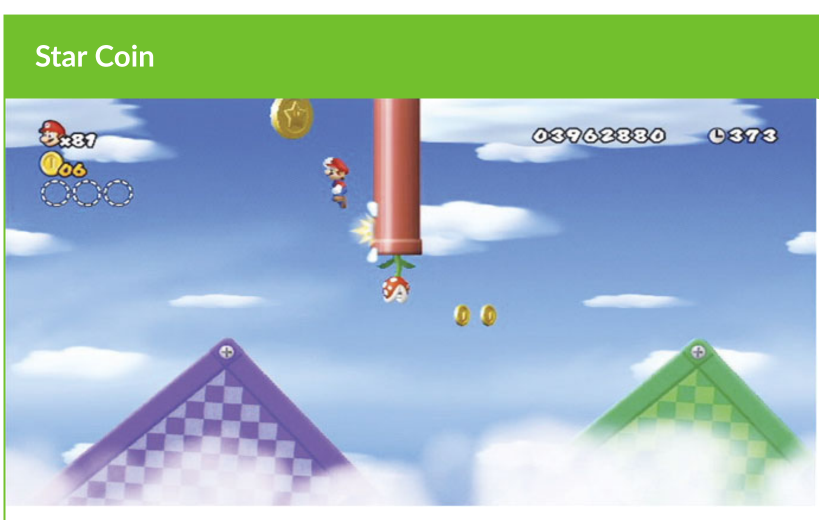






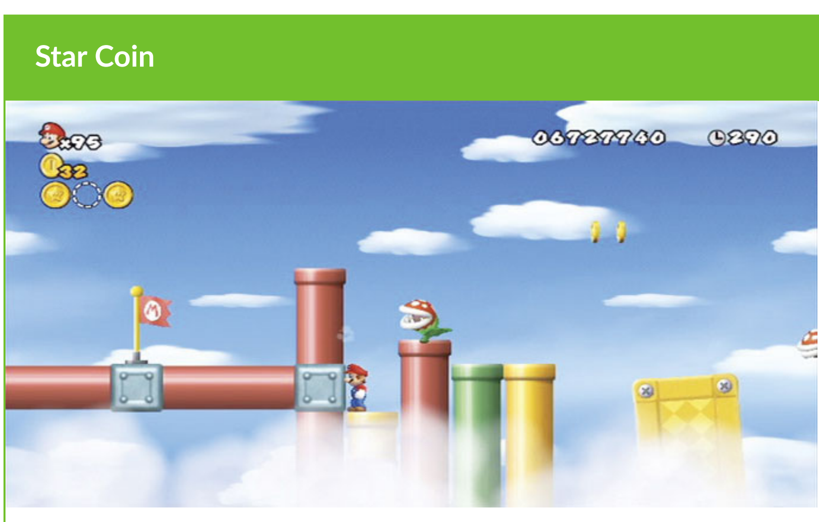


Star Coin

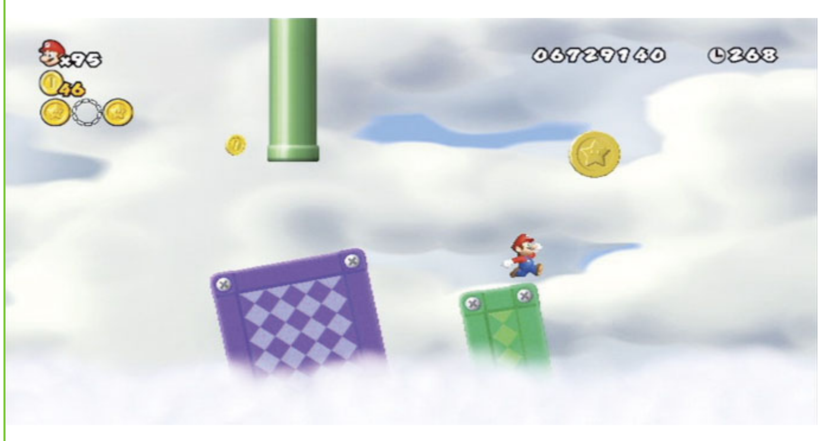

x81
06
03962880
373

① Run up the purple square as it spins left, then launch yourself from its corner onto the red pipe above you. Wall-Jump off the pipe to grab the first Star Coin.

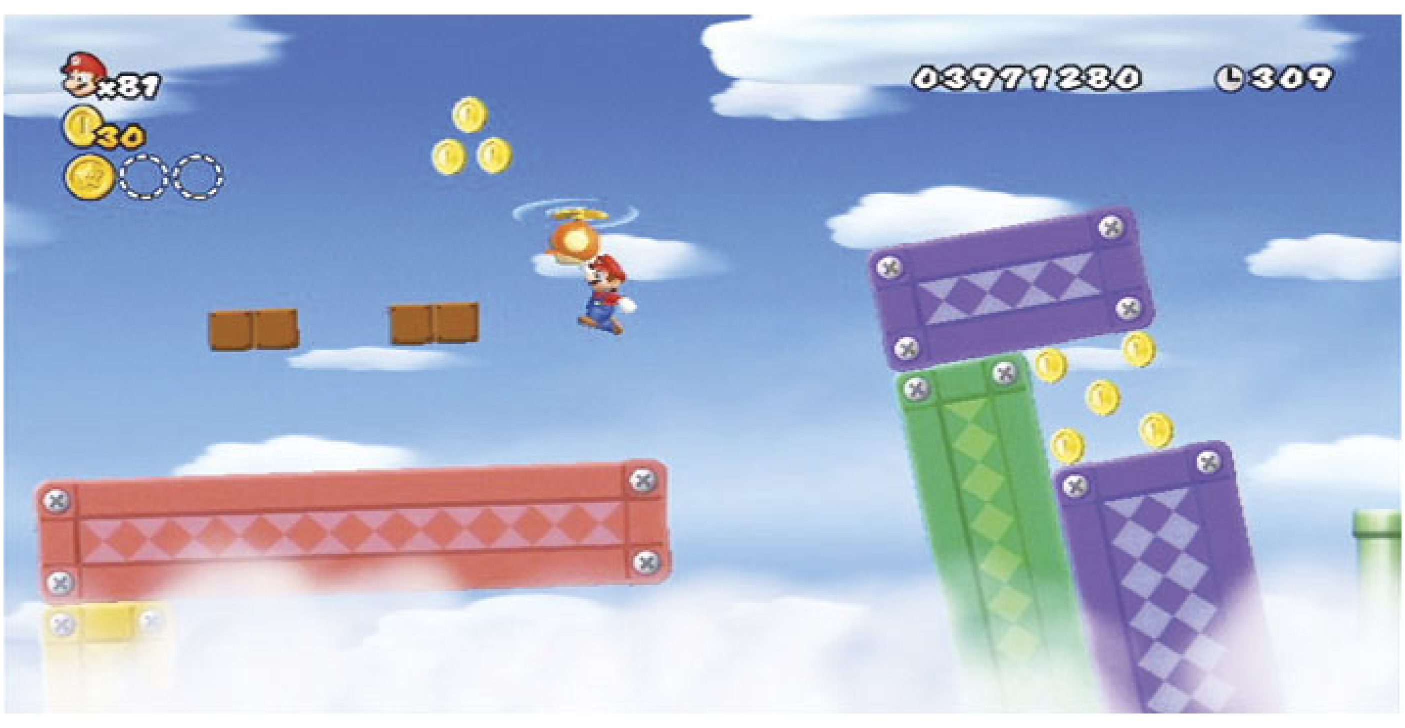
Star Coin


x95
32
067277740
290

② Slide down the yellow pipe at Point 3 to find a long room with several tilting platforms. Jump across them until you find the Star Coin floating on the far-right side.

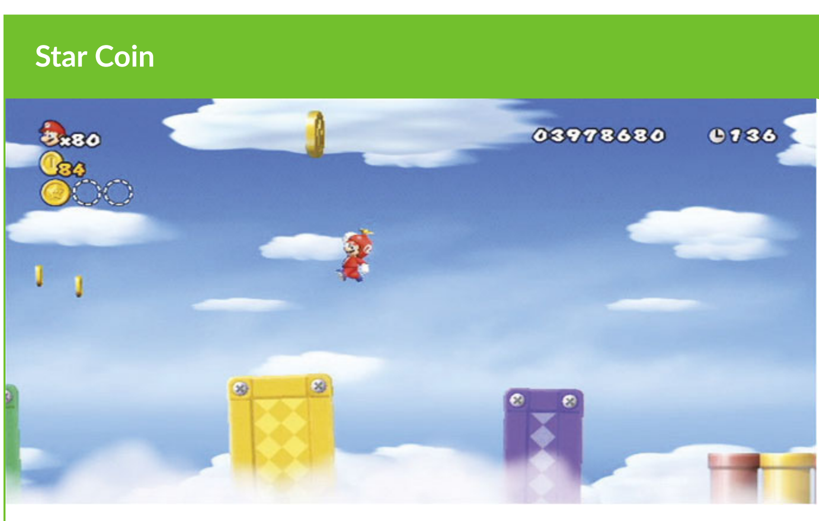

x95
46
067291140
268

You can grab the Propellerhead power-up to make this much easier.

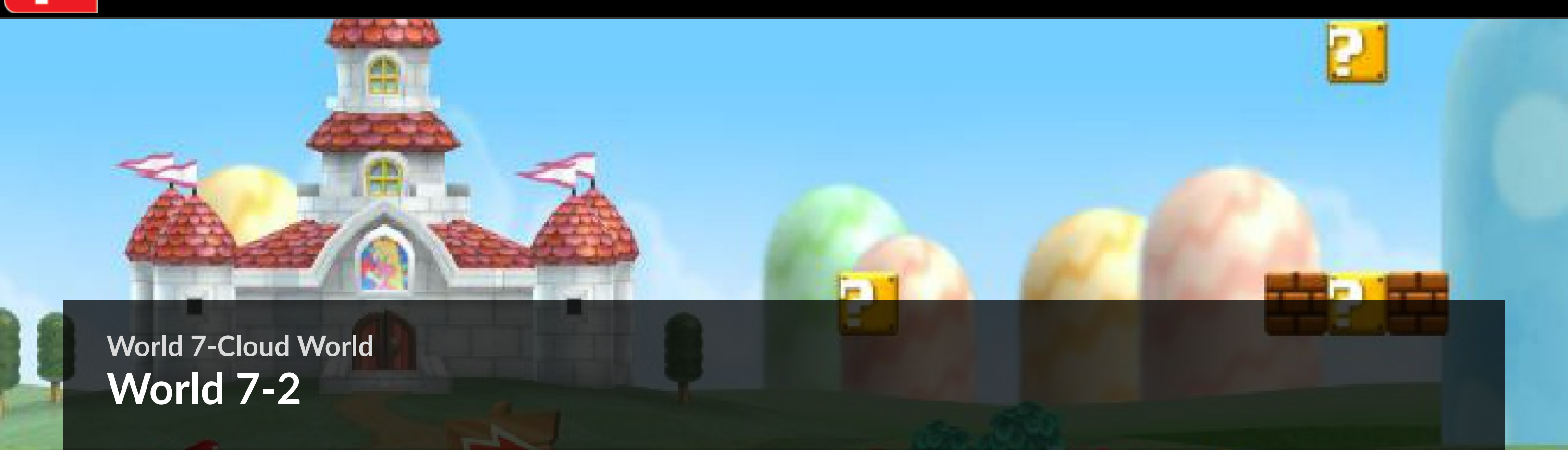

x81
30
039711280
309

③ If you are not small Mario you can grab the Propellerhead power-up from the ? Block at Point 2. The Propellerhead power-up is extremely useful on this level since everything is constantly tilting and spinning.

Star Coin

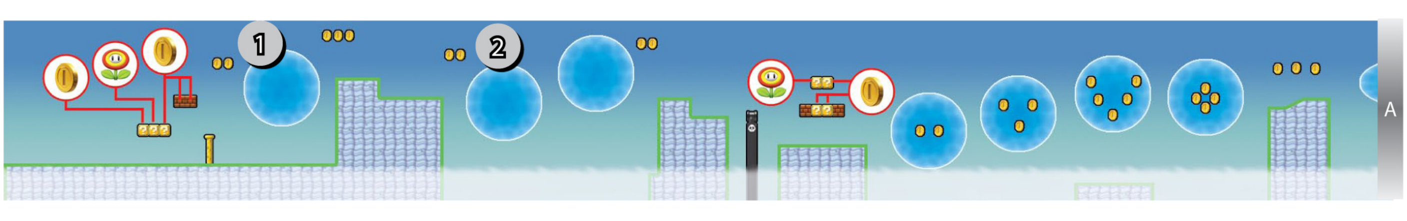

x80
84
03978680
136

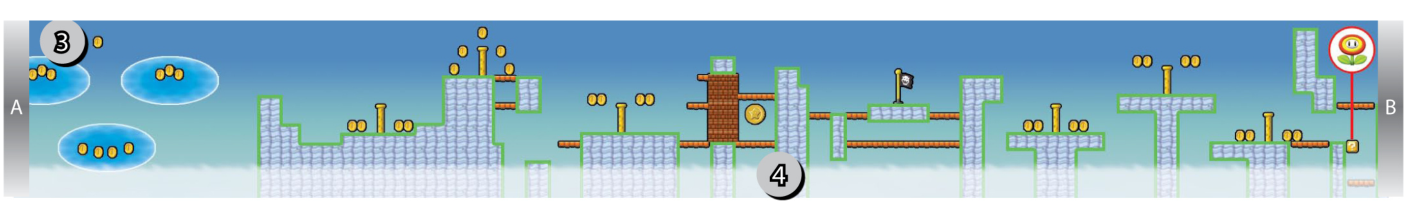
④ This Star Coin is floating high above yellow and purple structures. Jump onto the purple structure and wait for it to move up and to the left. When it does, jump up and grab the Star Coin. If you have the Propellerhead power-up, you can zip up from the yellow structure, grab the Star Coin, and land on the purple structure.

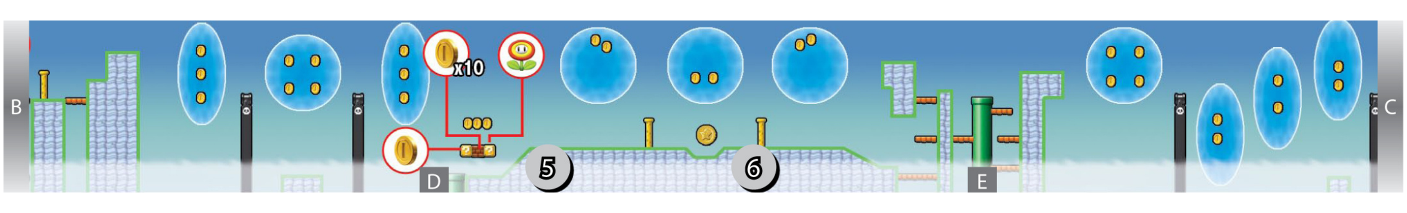


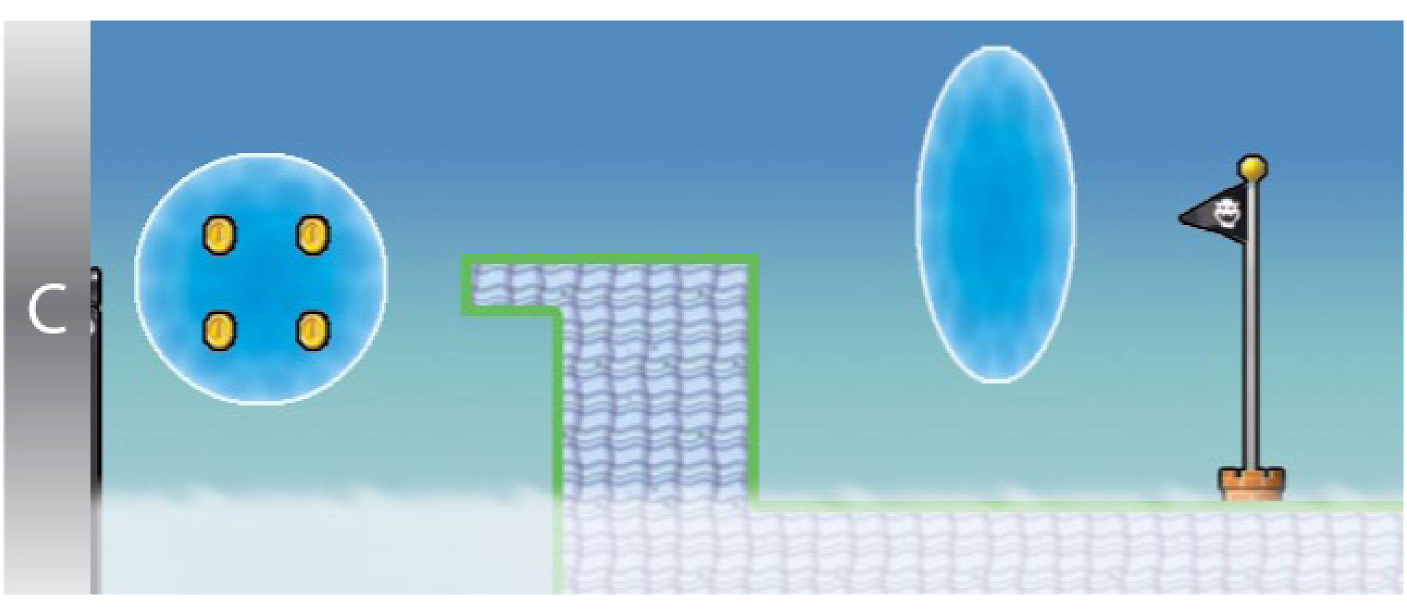
World 7-Cloud World

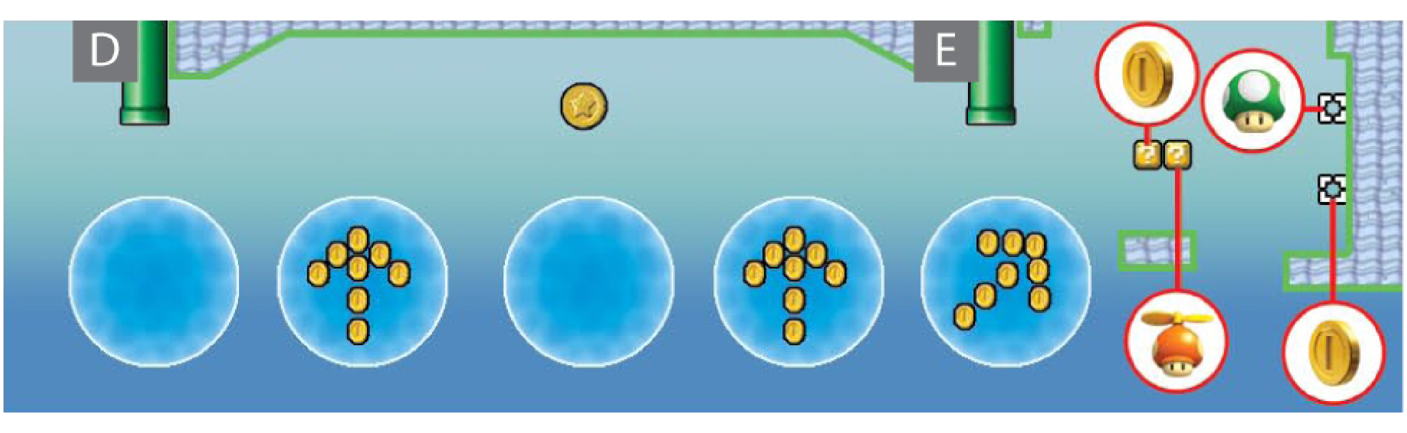
World 7-2



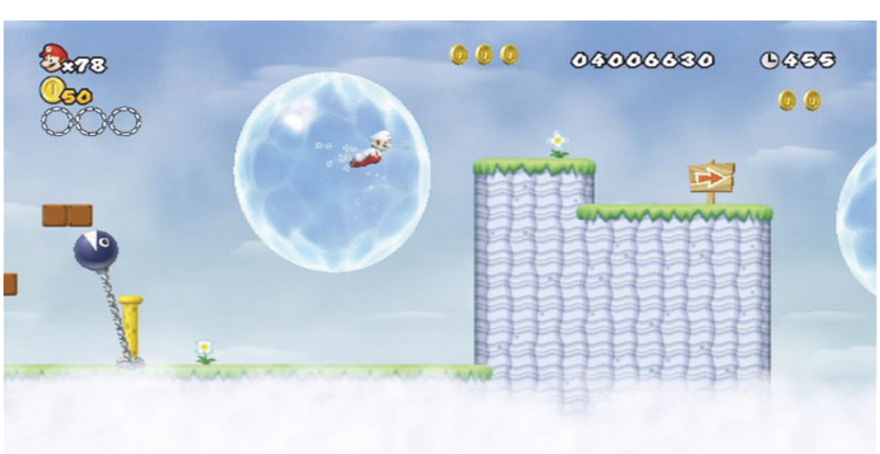


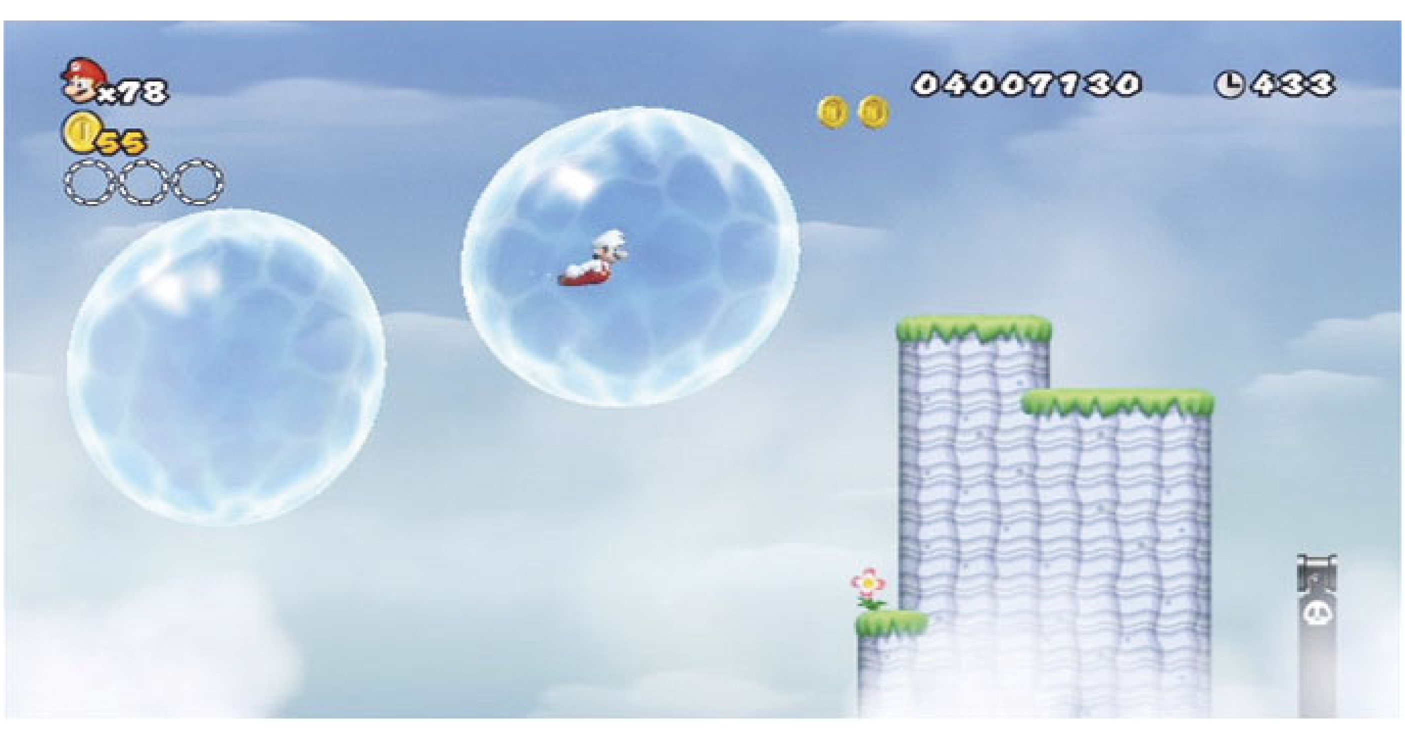






① This level is a unique combination of swimming and flying. Spread out across the level are several large water bubbles floating in midair! If you dive into one of them, you can swim inside it. But beware! If you fall out of a floating bubble, you could fall to your death!

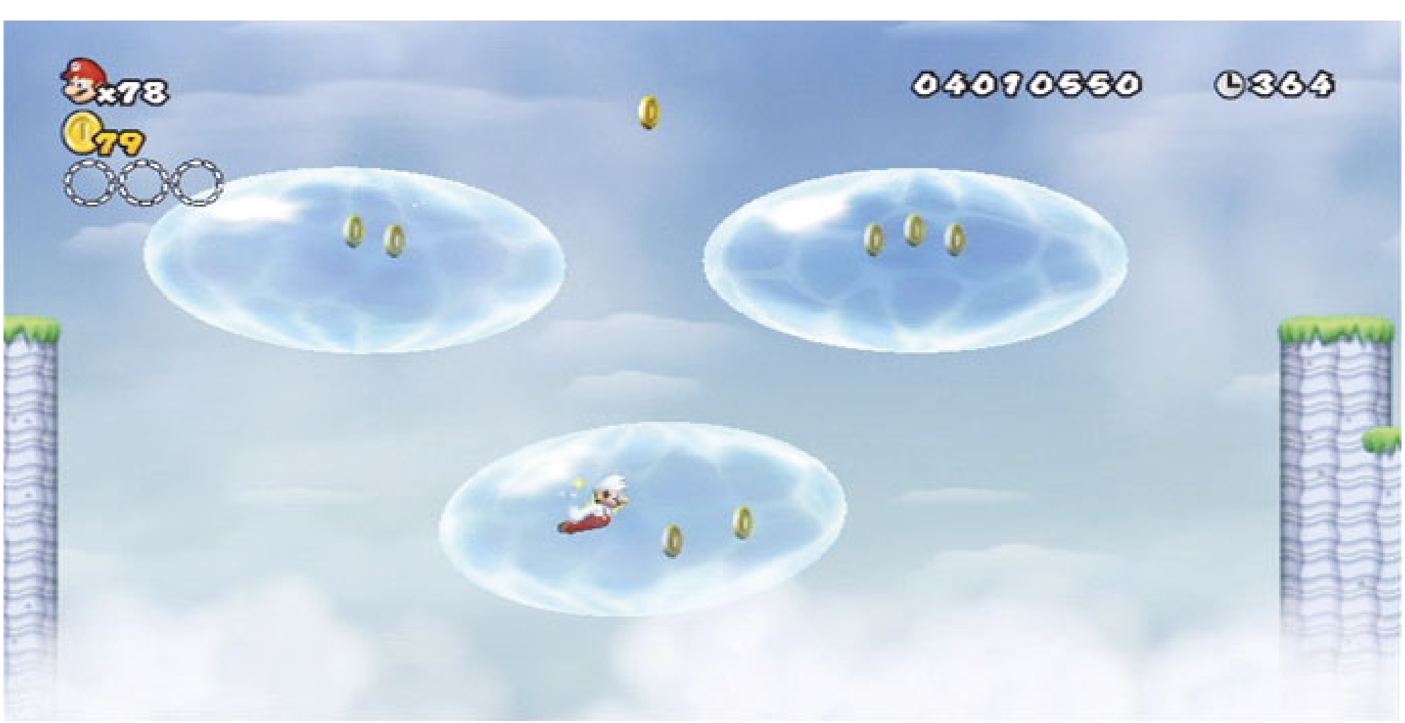




② Jump into the first water bubble at Point 2, then swim to the top right of it. Wait for the bubble to float up slightly, then jump out of it and into the next water bubble on the right. Continue swimming and jumping through them until you're on solid ground.

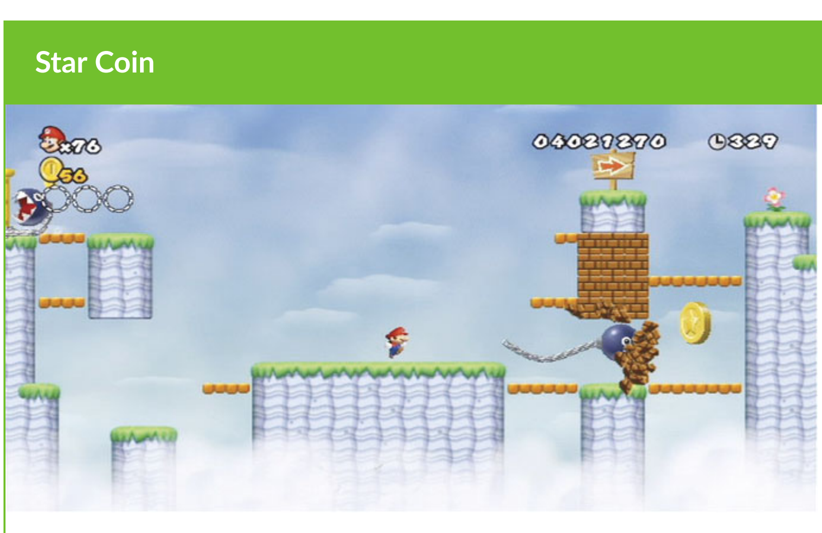
Tip

If you land on the cannon near Point 2, coins will appear right above it.



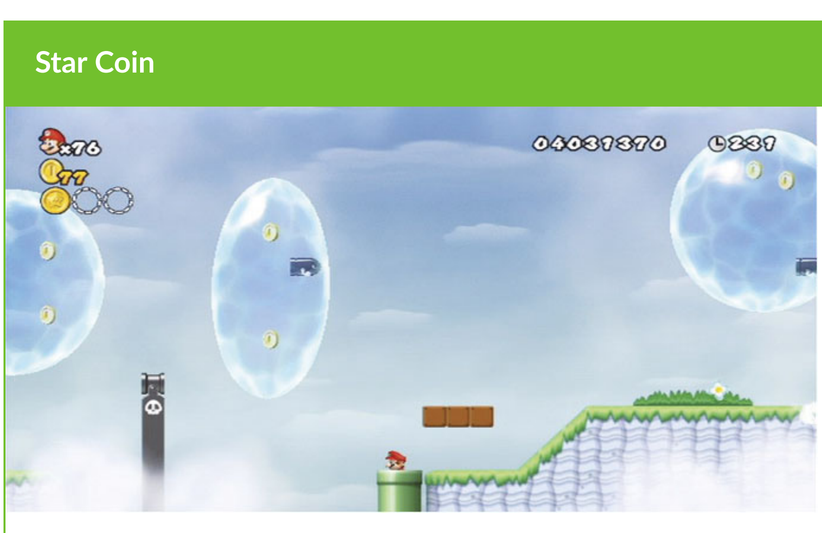
③ At Point 3, drop down from the first water bubble into the one below it. Swim across the second water bubble, then jump up and into the third. You can jump from the first into the third, but it's much harder.

Star Coin

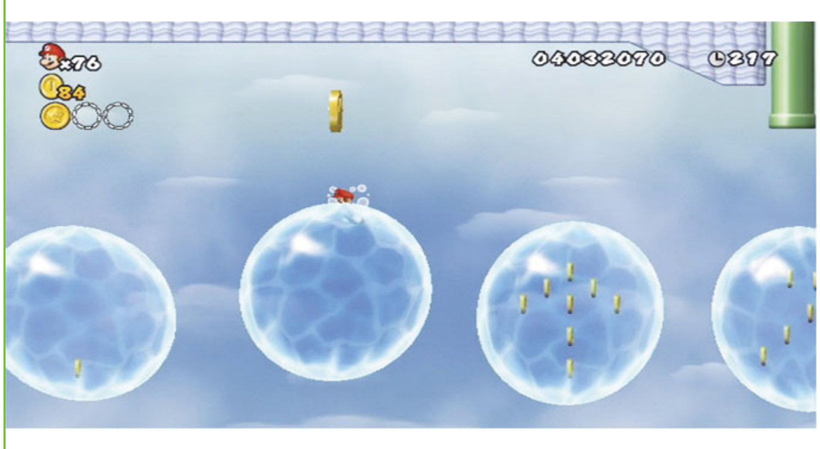


④ To get to the first Star Coin, Ground-Pound the Chain Chomp's post at Point 4 to set it free. Once it is loose, it busts through the brick wall on the right, which allows you to grab the Star Coin!

Star Coin



⑤ Go down the pipe at Point 5 to go to the bottom of the level. There, you'll find several water bubbles floating in a row.

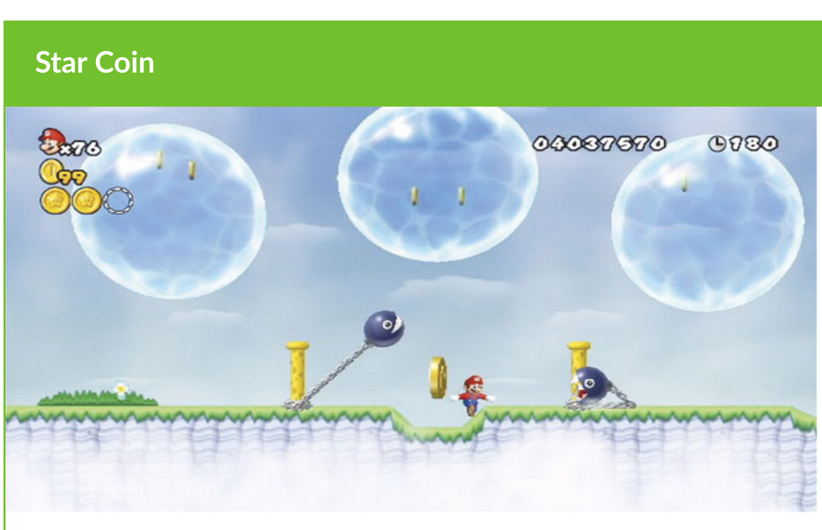


Swim and jump across the bubbles and leap straight up out of the third one to grab the Star Coin floating above it.

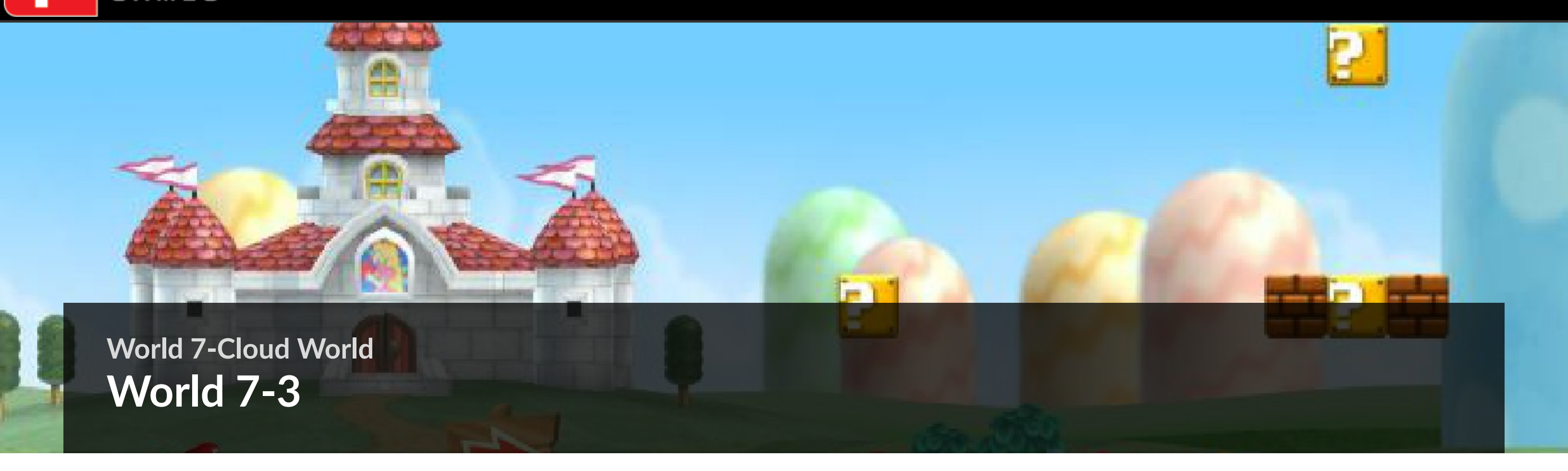
Tip

If you're having trouble getting to a high ledge, try jumping from the top of a Chain Chomp's post.

Star Coin

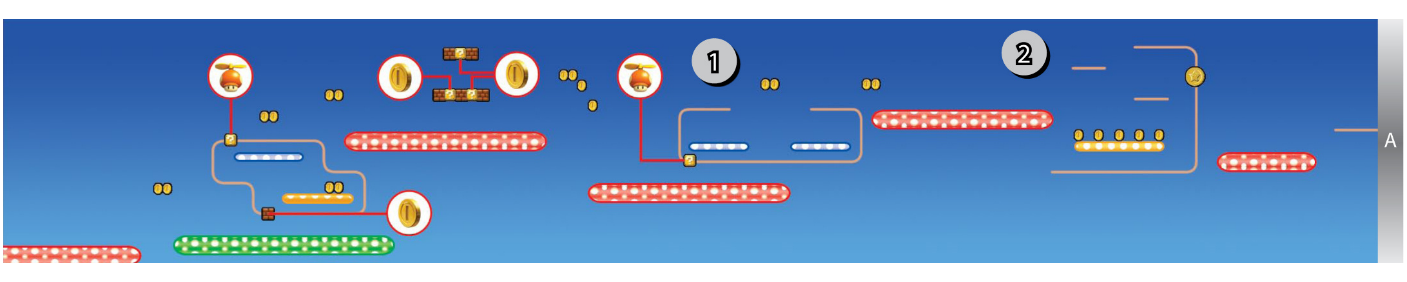


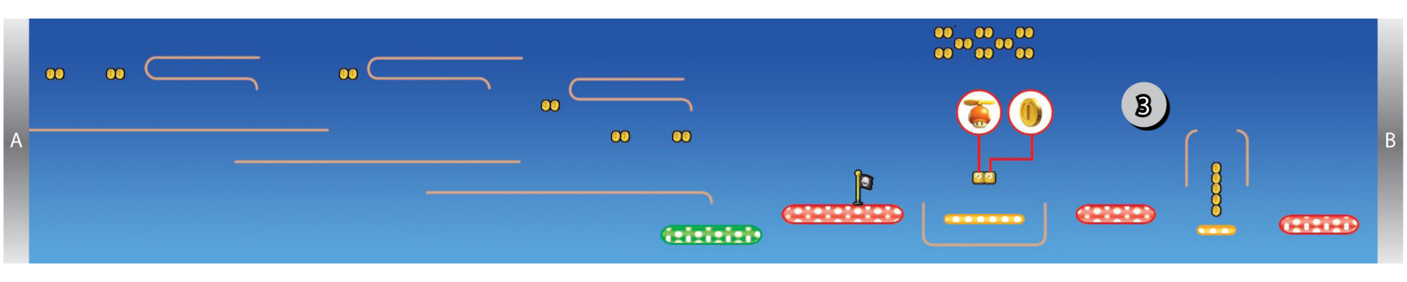
⑥ To get the final Star Coin, backtrack a little bit after emerging from Point 5. You'll find the Star Coin in plain sight between two angry Chain Chomps!

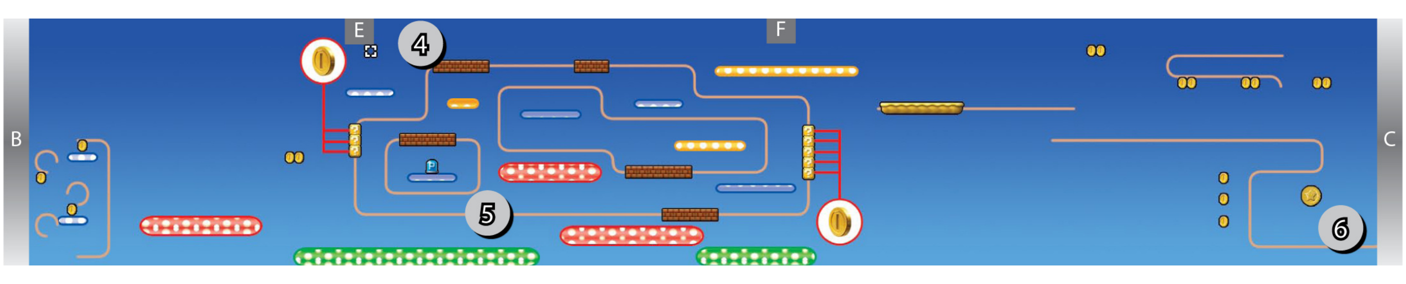


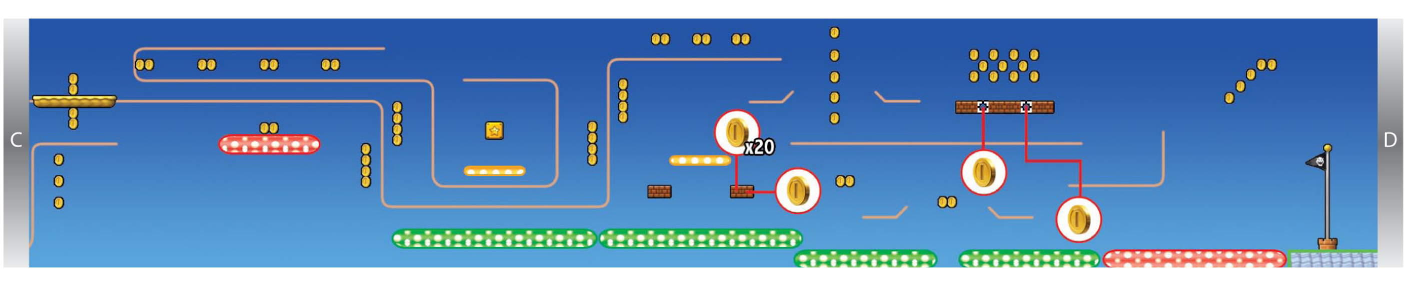
World 7-Cloud World

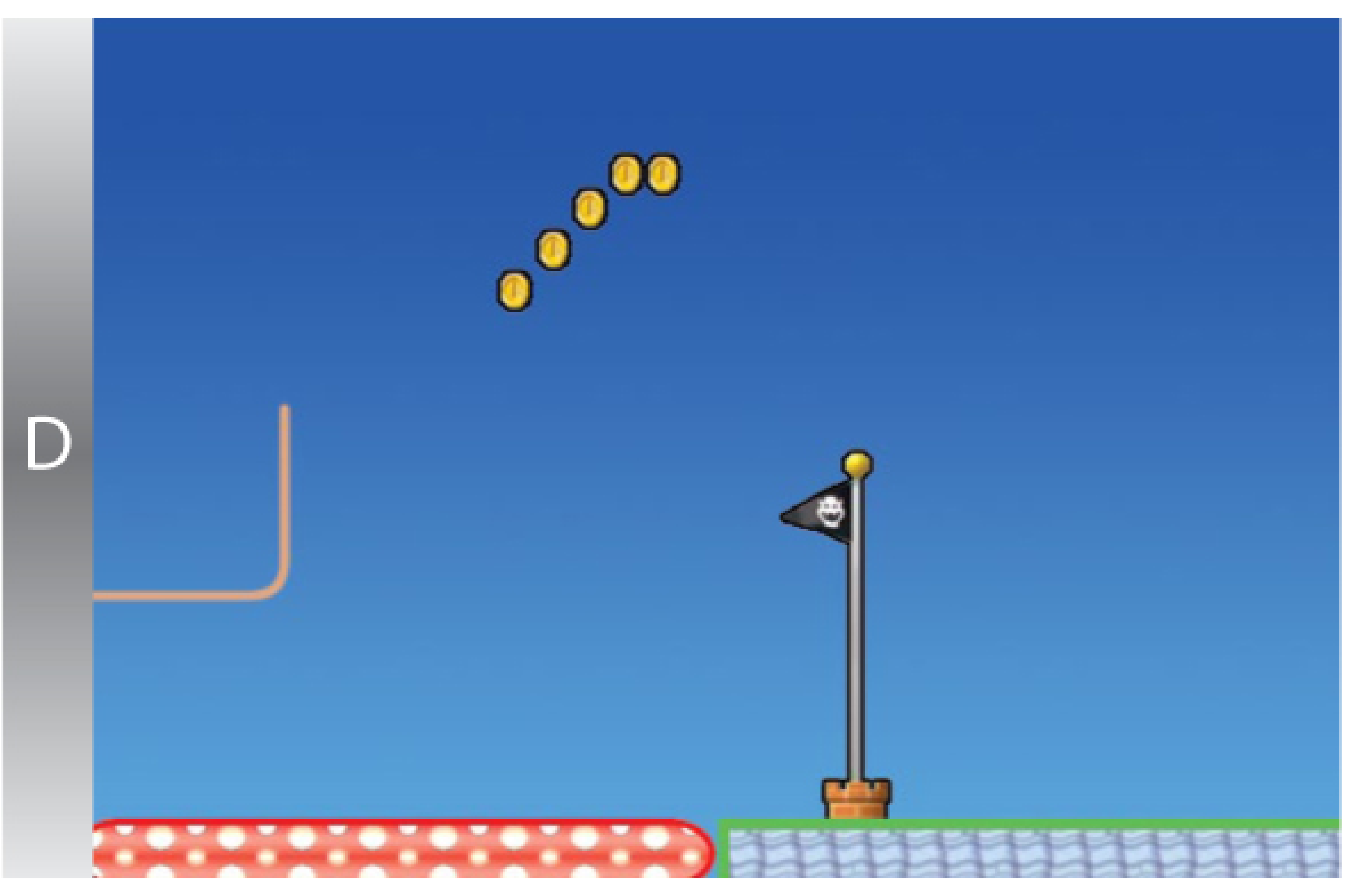
World 7-3

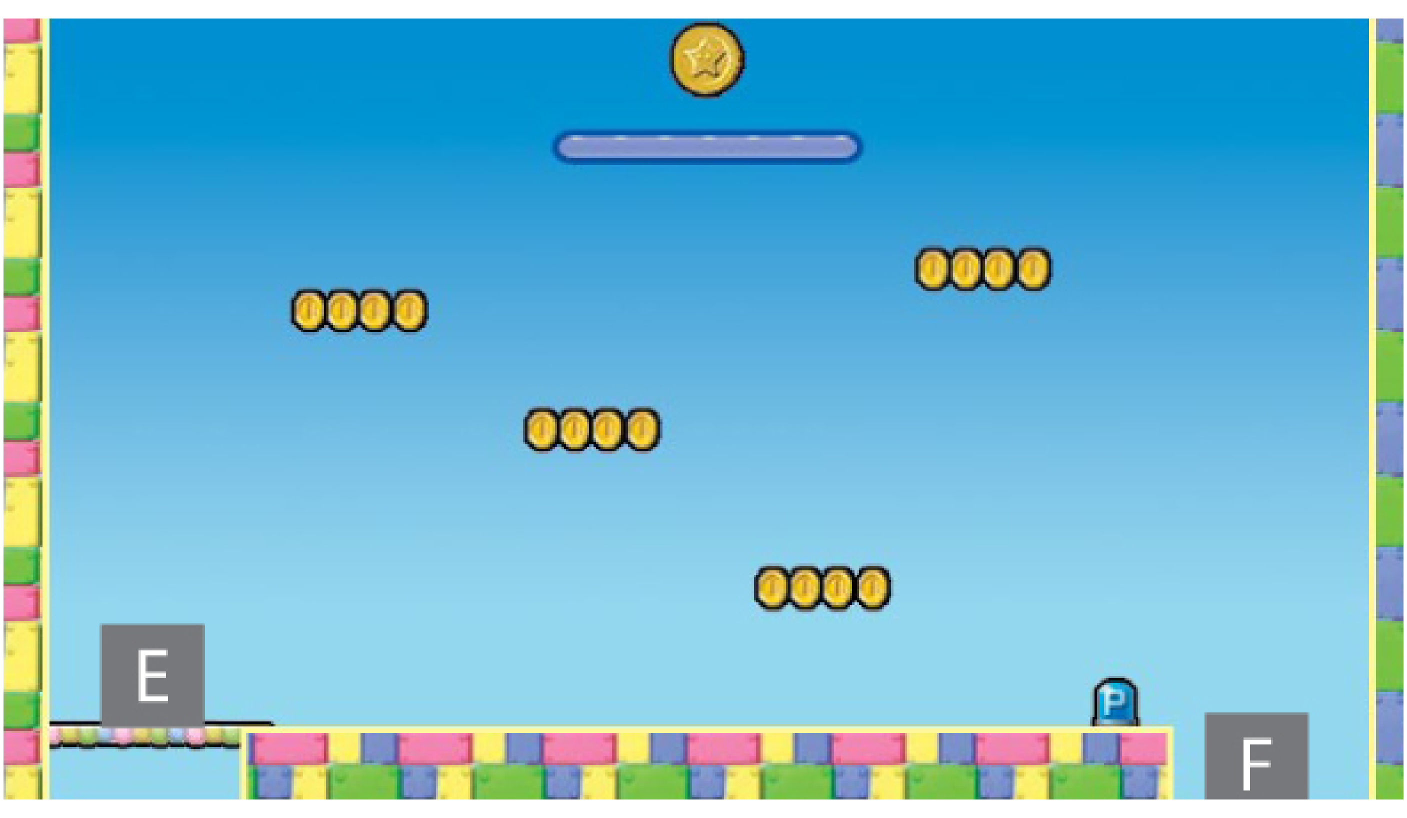


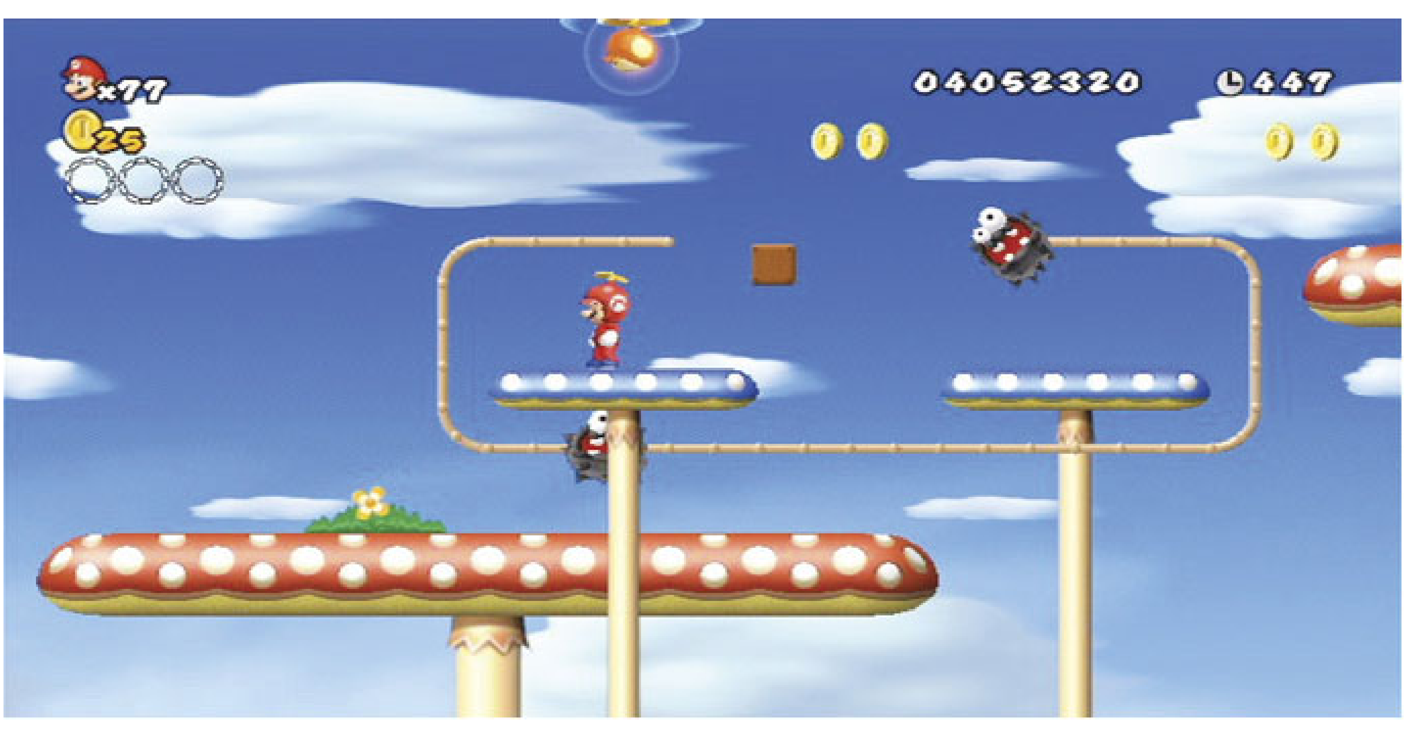






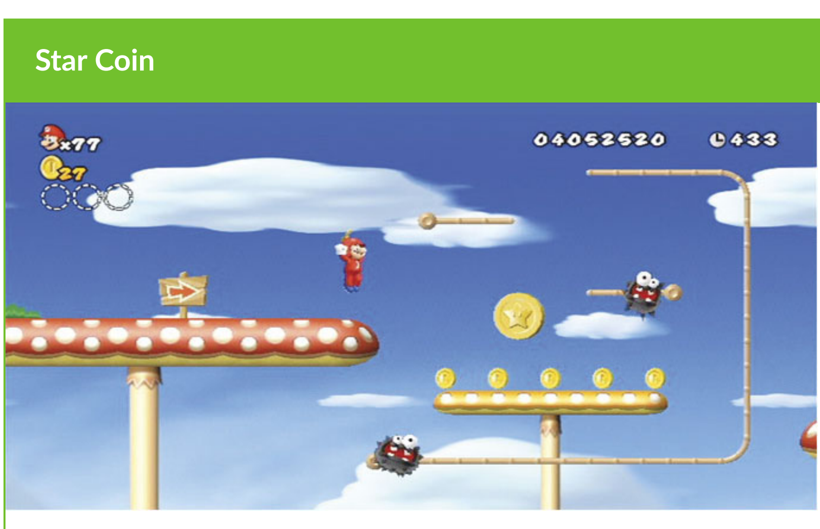




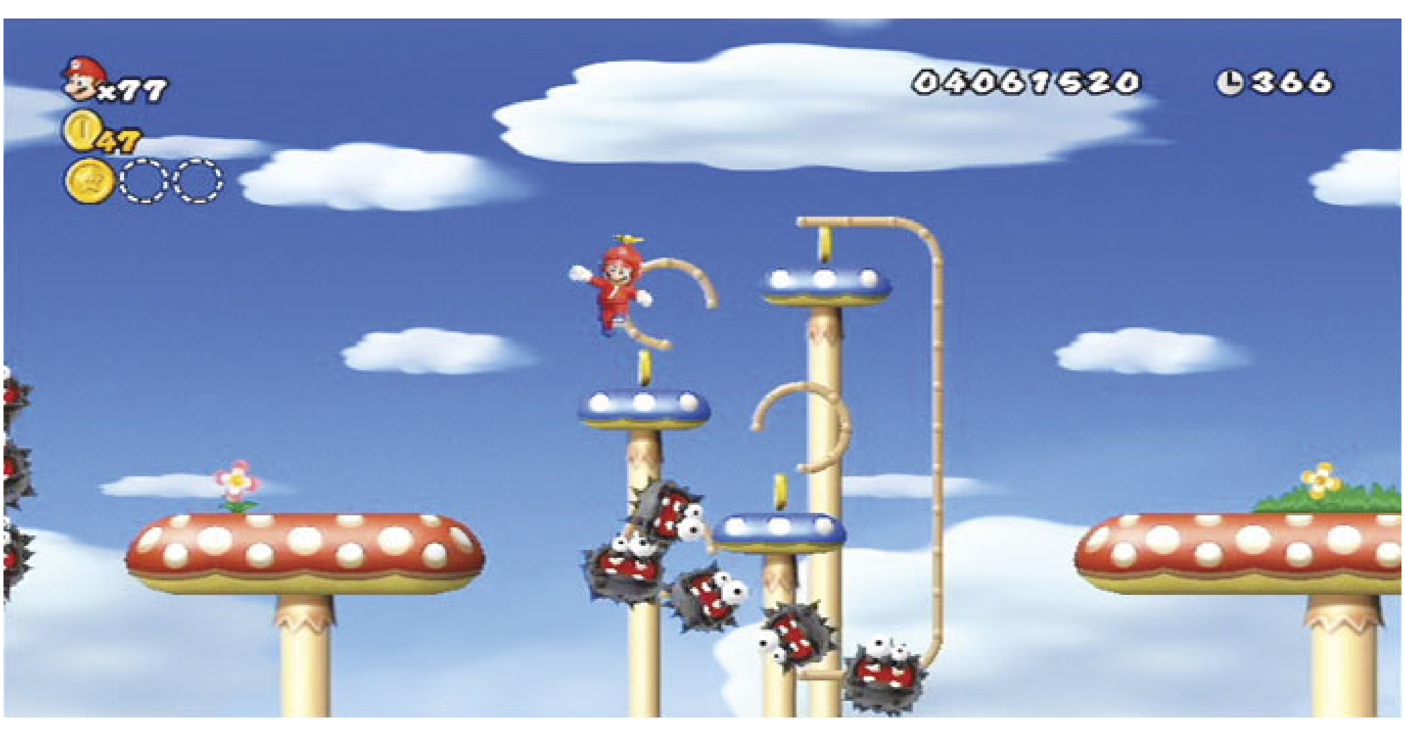

x77
26
04052320
447

① The only way to make it past World 7-3 alive is to carefully watch the enemies patterns as they move along the rails, and pass by them when they create a gap in their pattern.

Star Coin

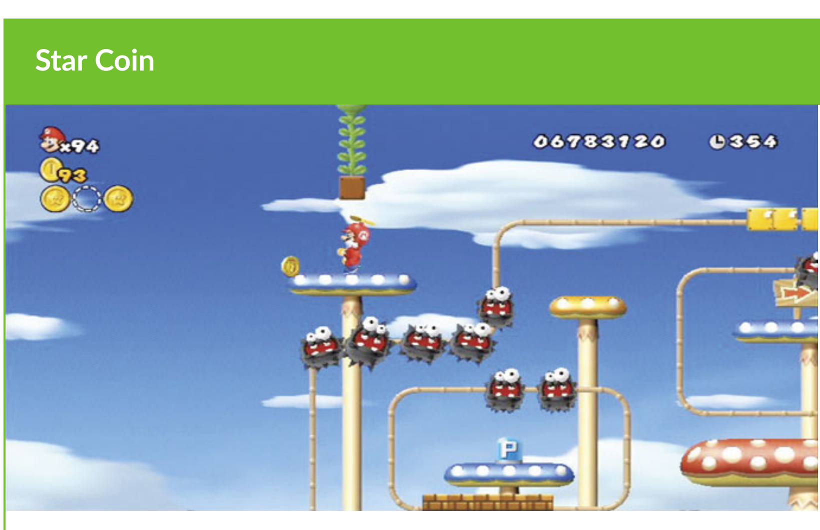

x77
27
04052520
433

② The best way to get the first Star Coin is to wait on the mushroom pad and let it come to you. As soon as the Star Coin falls on you, get out of the way because an enemy will be right behind it.

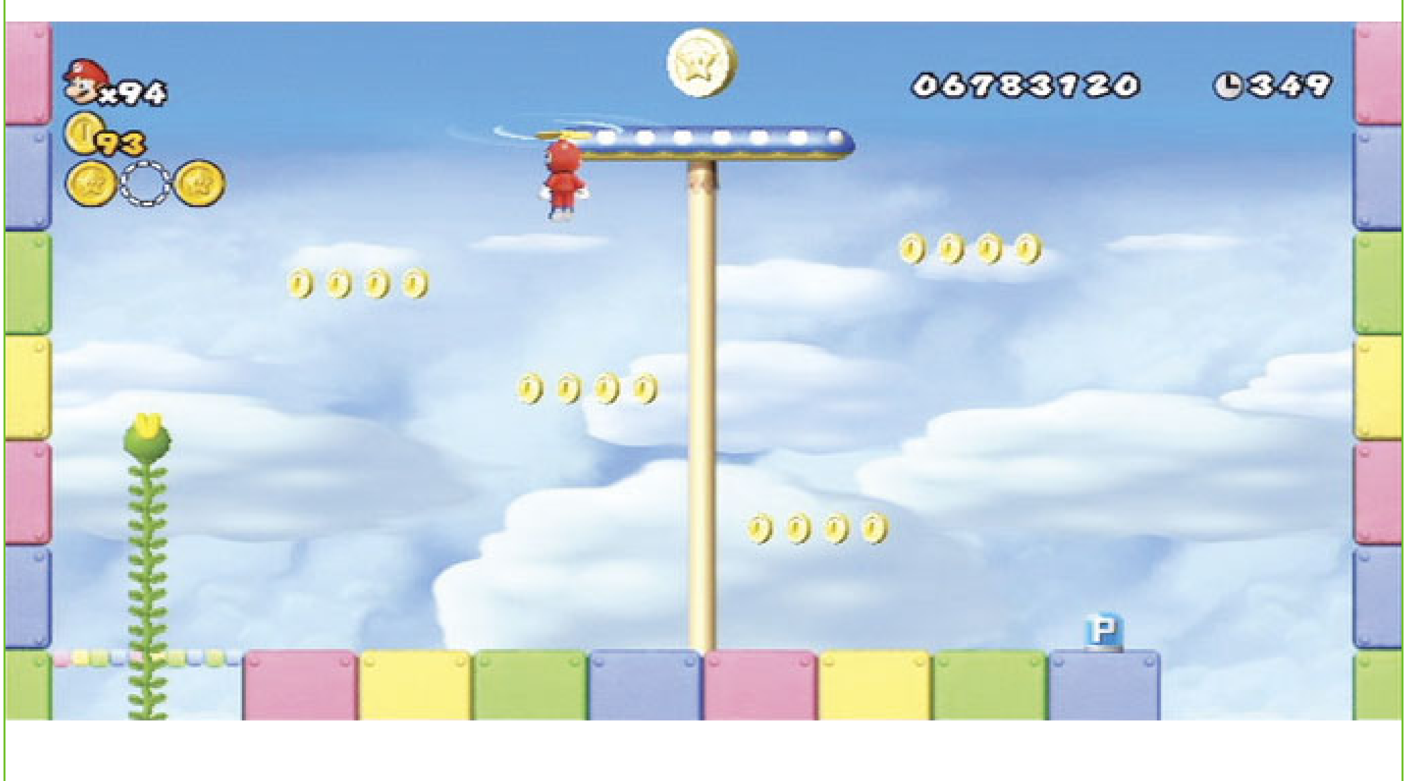

x77
47
04061520
366

③ Wait at Point 3 and watch for the row of enemies to begin tumbling down the circular rails. As soon as they pass by the second circular rail, jump across the mushroom pads to get past them.

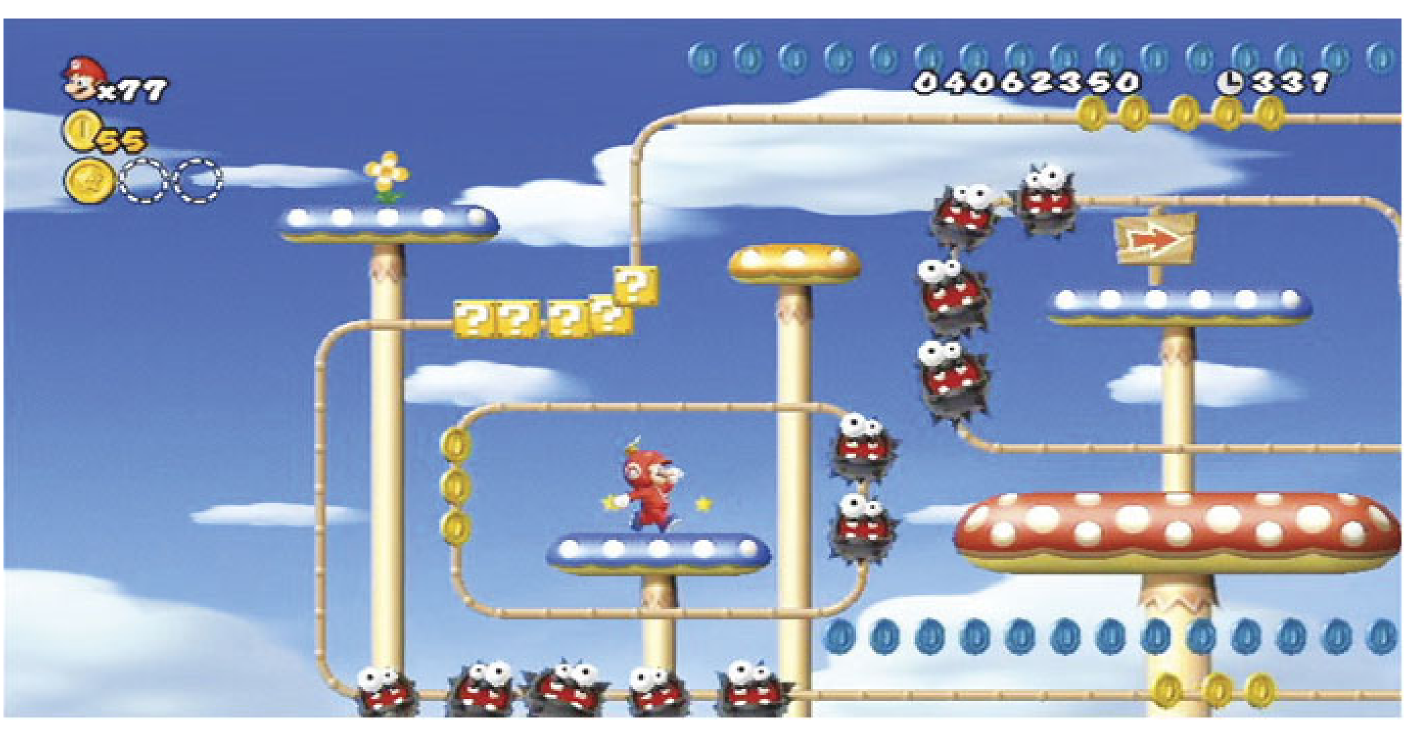
Star Coin


x94
93
06783120
354
P

④ Jump up at the blue mushroom pad at Point 4 to find an Invisible Block with a vine in it.

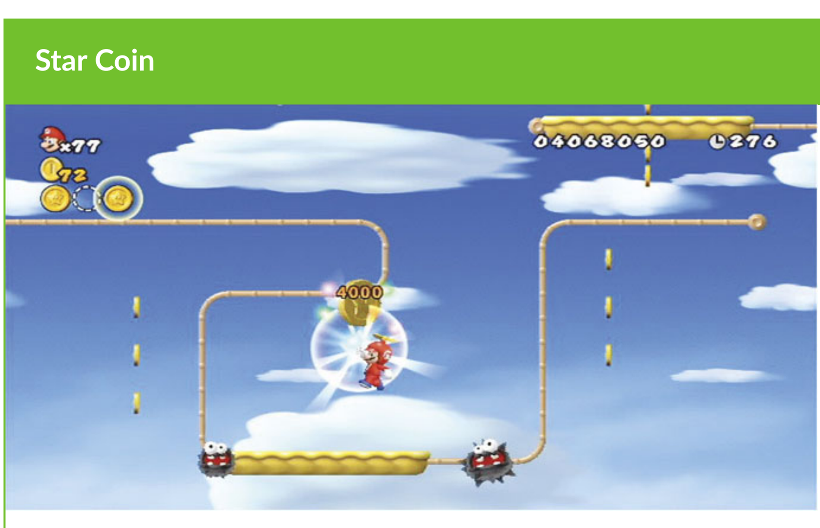

x94
93
06783120
349
P

Climb the vine to find a secret room with the next Star Coin!

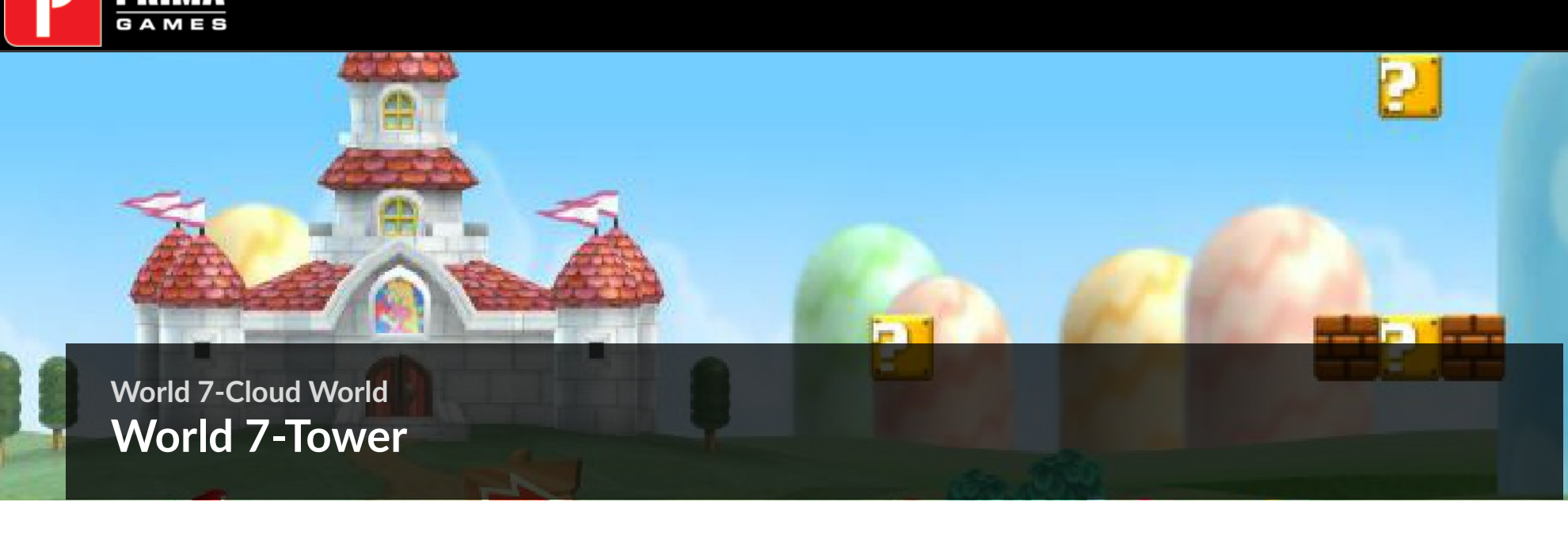

x77
55
04062350
331

⑤ It's almost impossible to grab all the blue coins after hitting the P Switch at Point 4. So pick one row and stick to it!

Star Coin

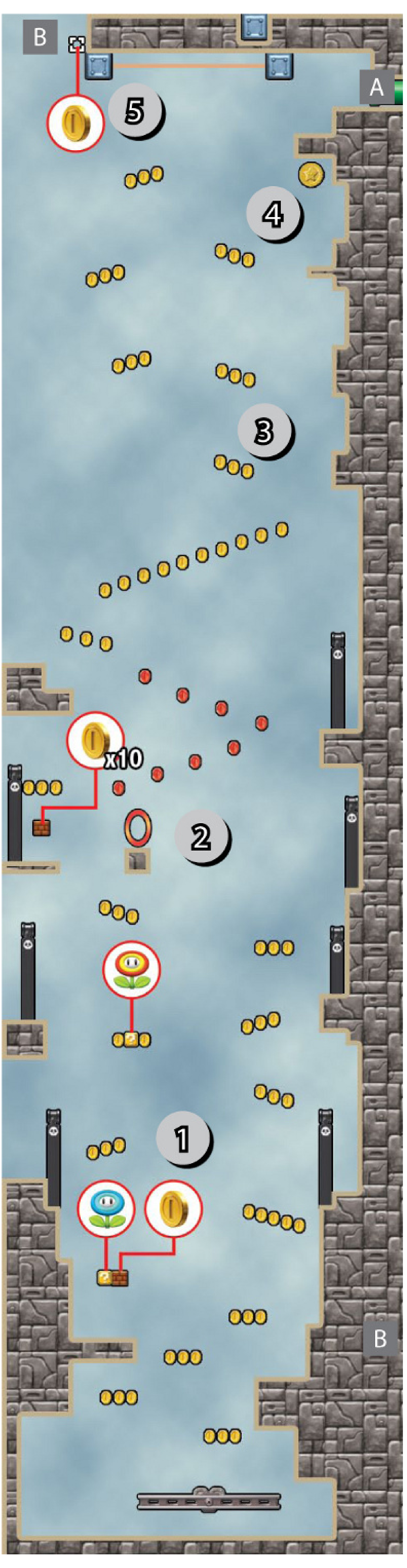

x77
72
04068050
276
4000

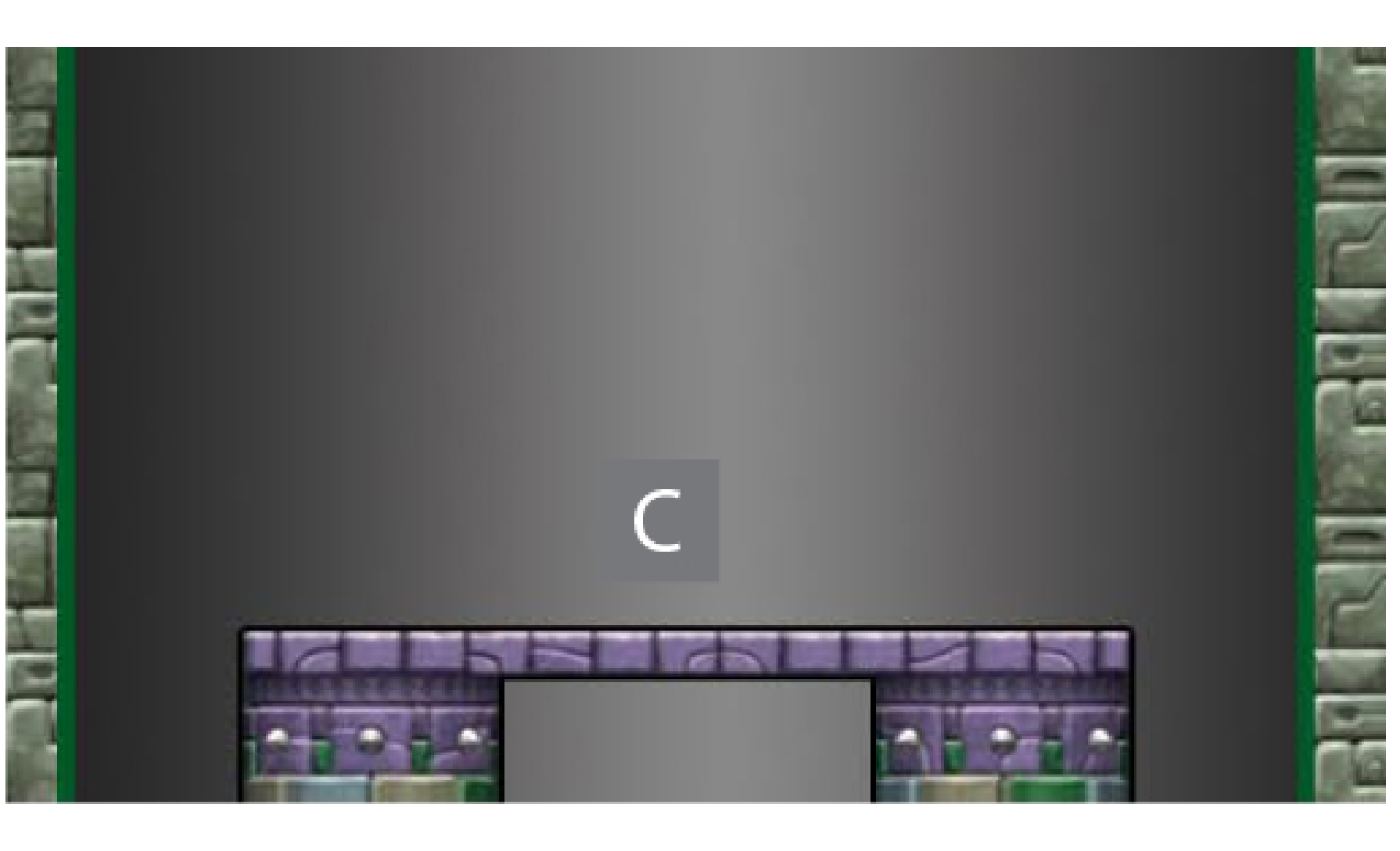
⑥ The final Star Coin is very easy to get. Ride the yellow platform as it wends down to the very bottom rail and then jump up to grab the Star Coin as you pass underneath it!

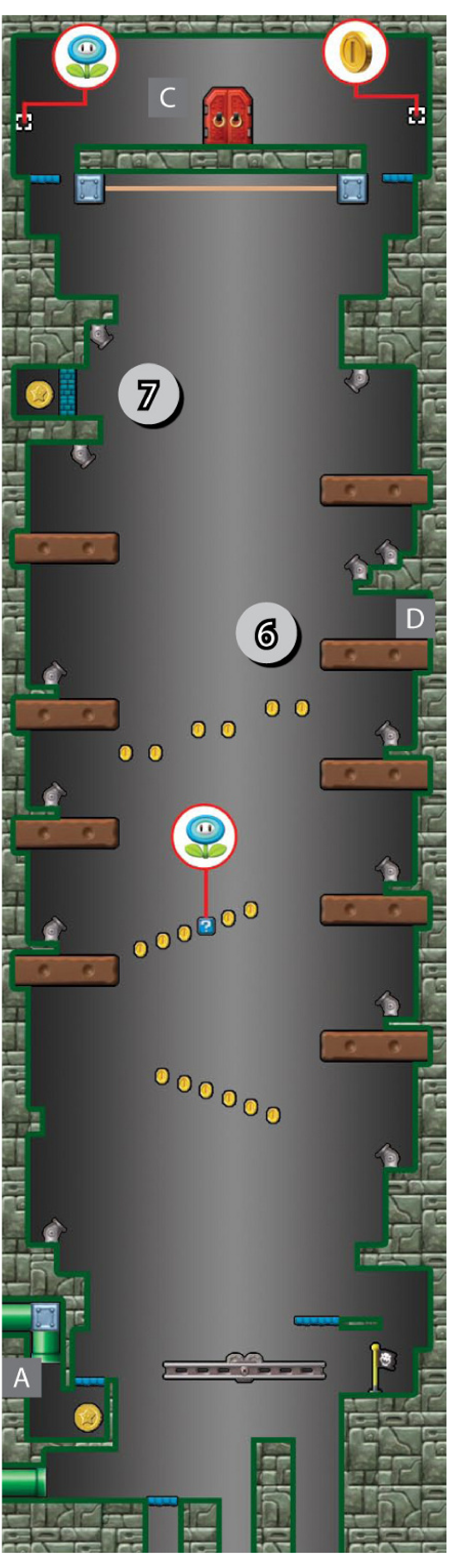


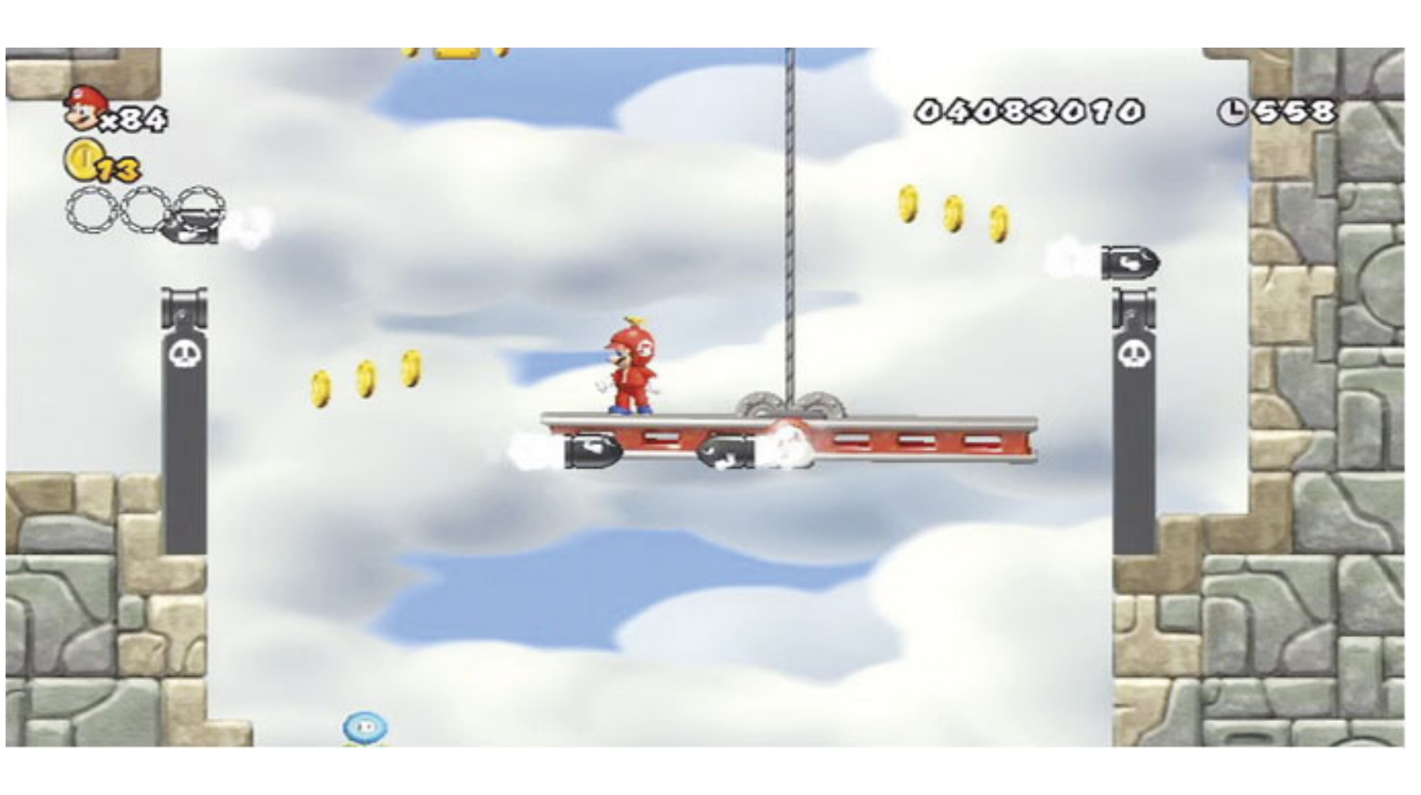
World 7-Cloud World

World 7-Tower





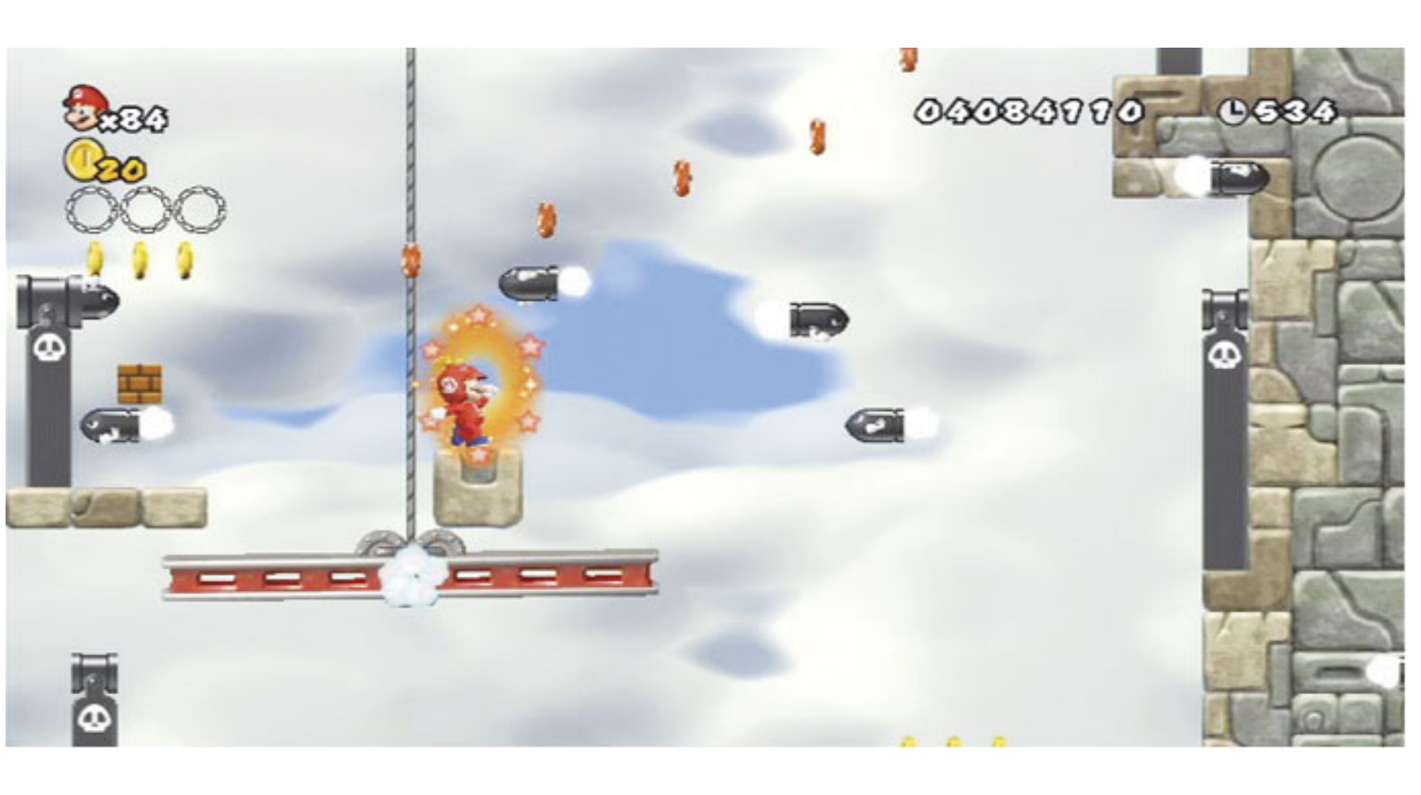




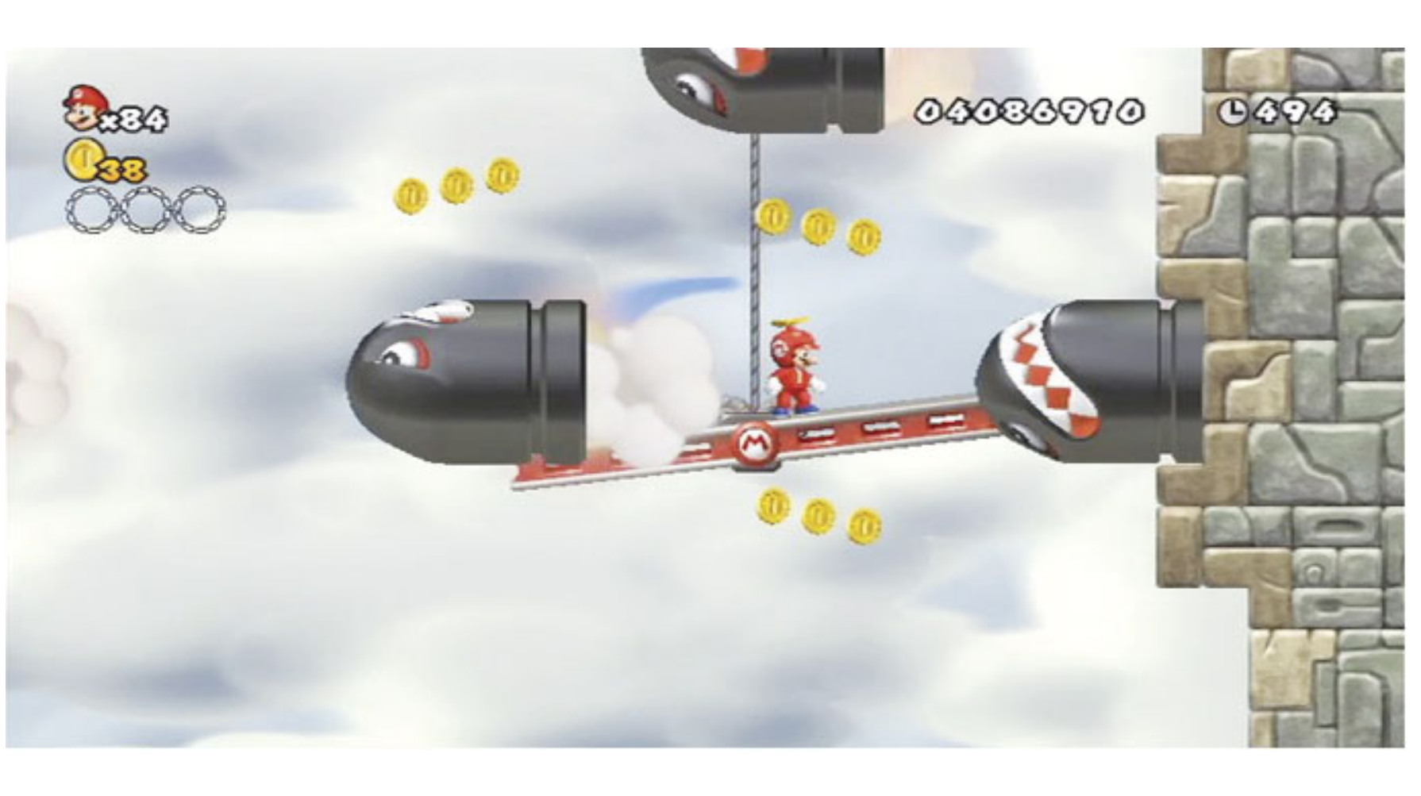
① When you reach Point 1, the Bullet Bill cannons begin to fire at you. Keep the girder steady and balanced at the middle of the level as it rises. If you tilt it to any one side more than the other, you'll risk getting popped by a Bullet Bill.

Tip

If the girder is moving too quickly for you, find a safe place to get off. When you do, the girder will stop moving and even come back down to your level if you're below it. Once you've planned your next move, hop back on the girder and go for a ride!

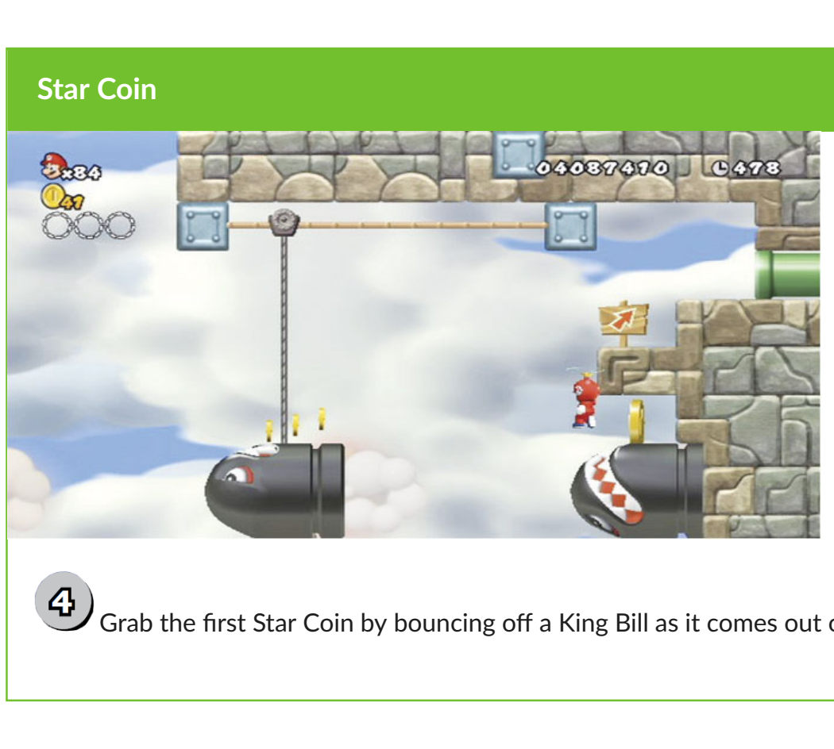


② Hop off the girder and pass through the Red Ring at Point 2. Once the red coins appear, get back on the girder and tilt it left and right to grab the coins as you rise.



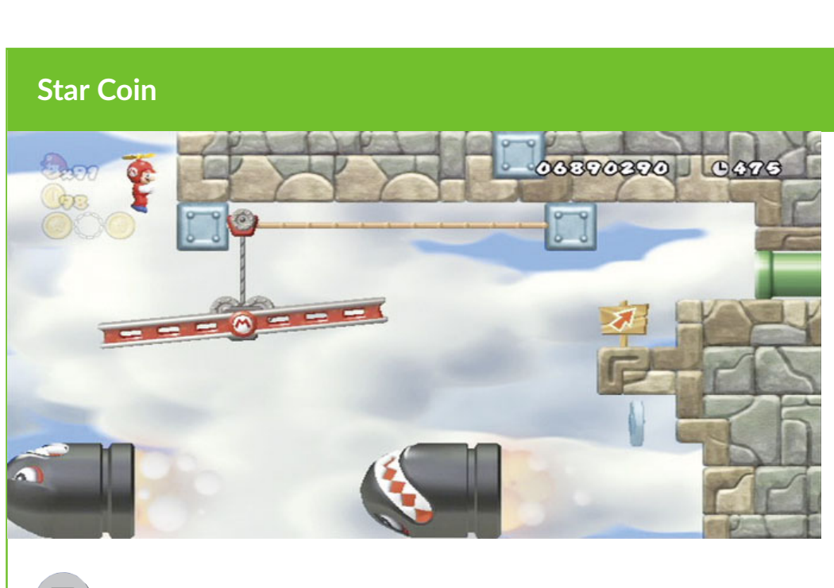
③ When you reach Point 3, begin tilting the girder left to avoid getting hit by the King Bills.

Star Coin

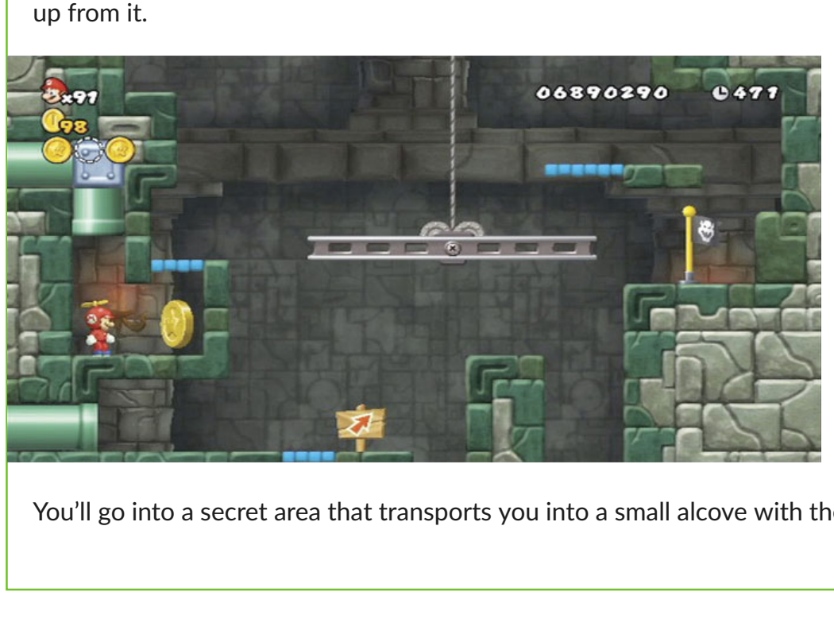


④ Grab the first Star Coin by bouncing off a King Bill as it comes out of the right wall.

Star Coin



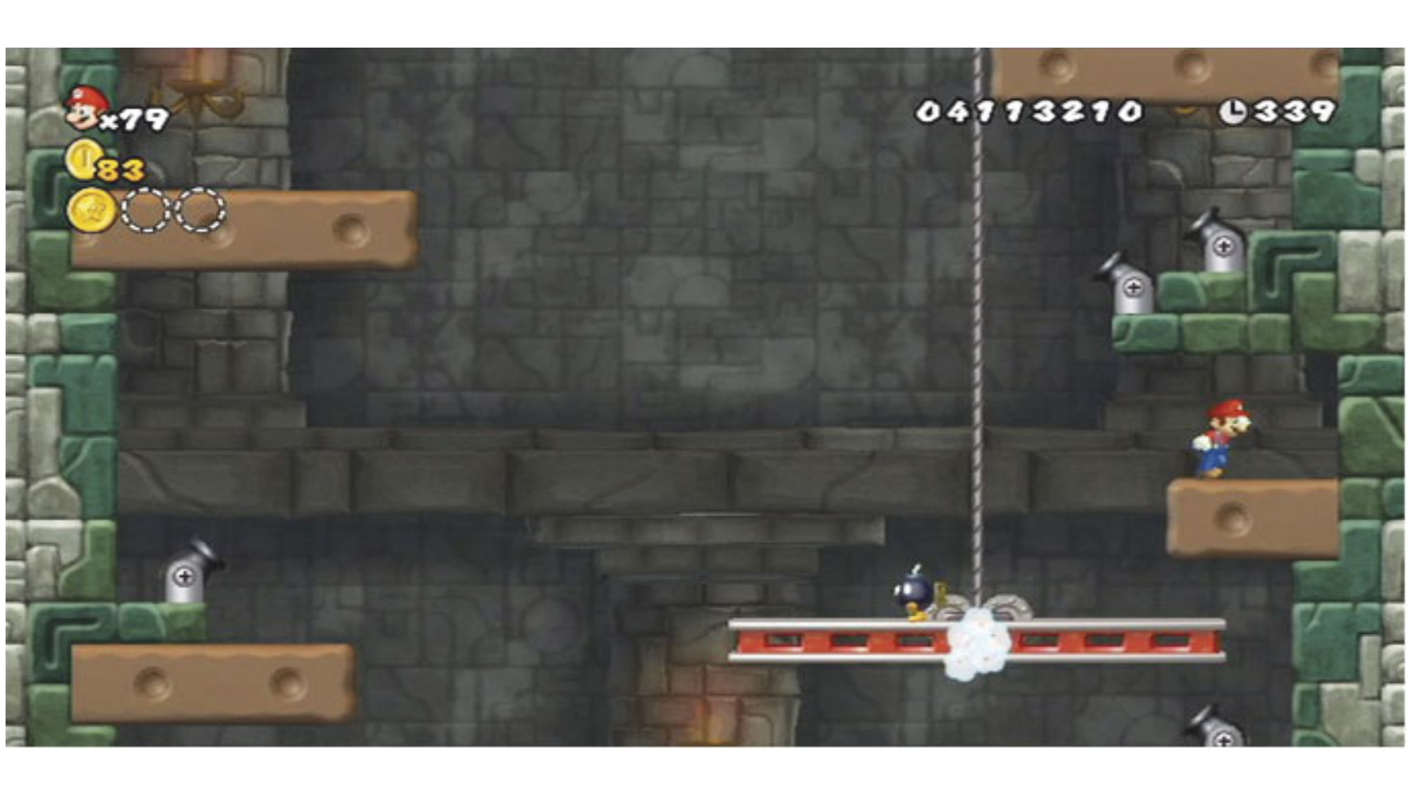
⑤ The only way to get the second Star Coin is to tilt the girder all the way to the left at Point 5. Then use the Propellerhead power-up to fly into the gap on the far-left side of the screen. Or hit the Invisible Block and then Wall-Jump up from it.



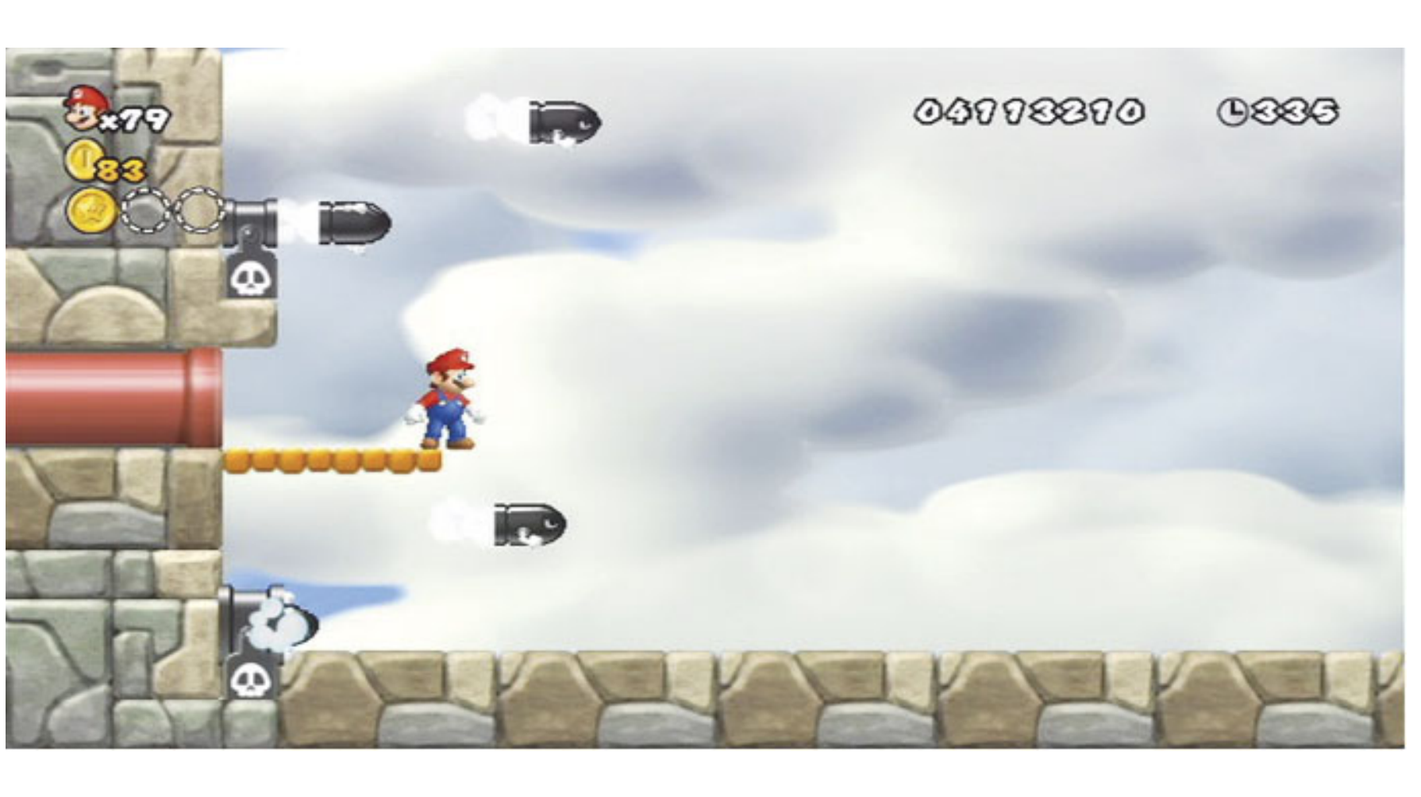
You'll go into a secret area that transports you into a small alcove with the Star Coin in the next section of the map!

Tip

Tilt the girder left and right as you rise in this section of the map. Keep the girder just out of reach of the Bob-ombs. Otherwise, you'll have to get rid of them quickly before they crowd you and force you into making a mistake.

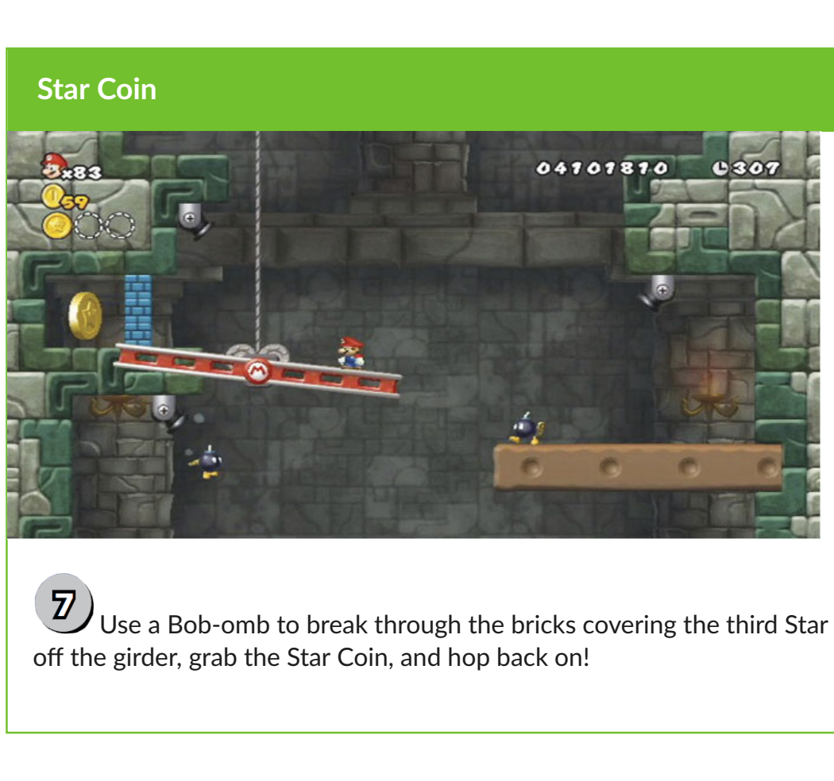


⑥ Jump onto the right ledge at Point 6 and walk into the wall to find a secret exit out of the tower!



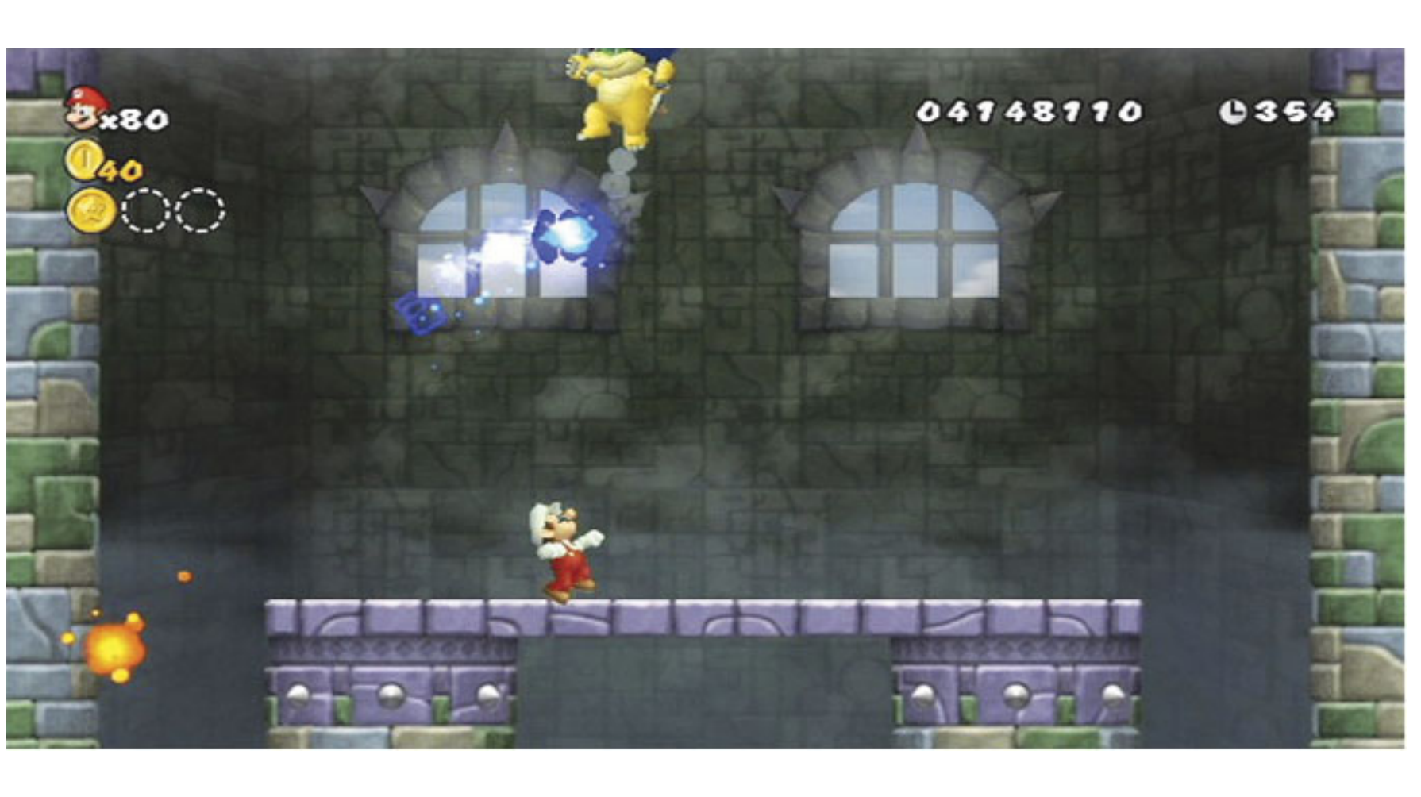
When you beat the level through this secret exit, you unlock a path on the World 7 map to World 7-6!

Star Coin

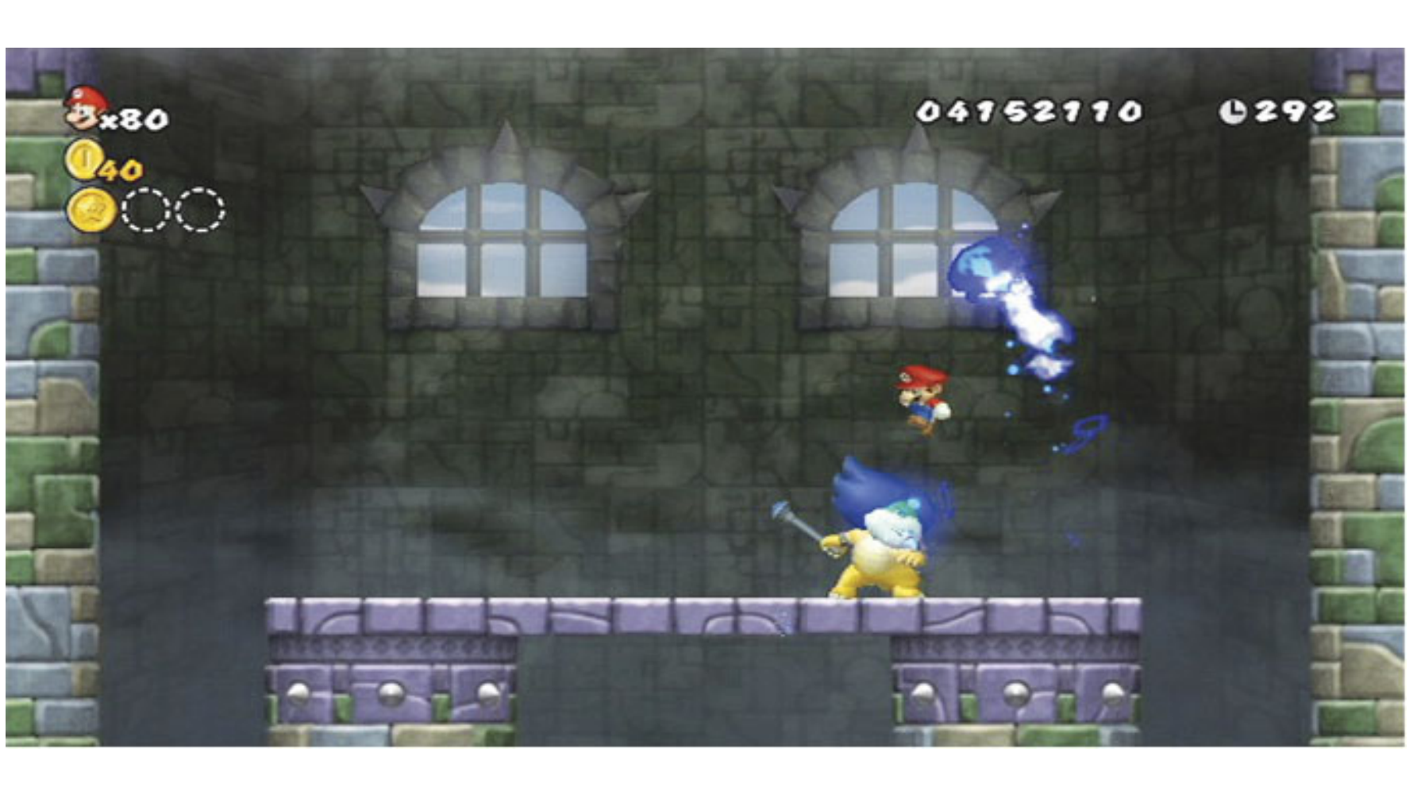


⑦ Use a Bob-omb to break through the bricks covering the third Star Coin. After the bricks have been blown up, jump off the girder, grab the Star Coin, and hop back on!

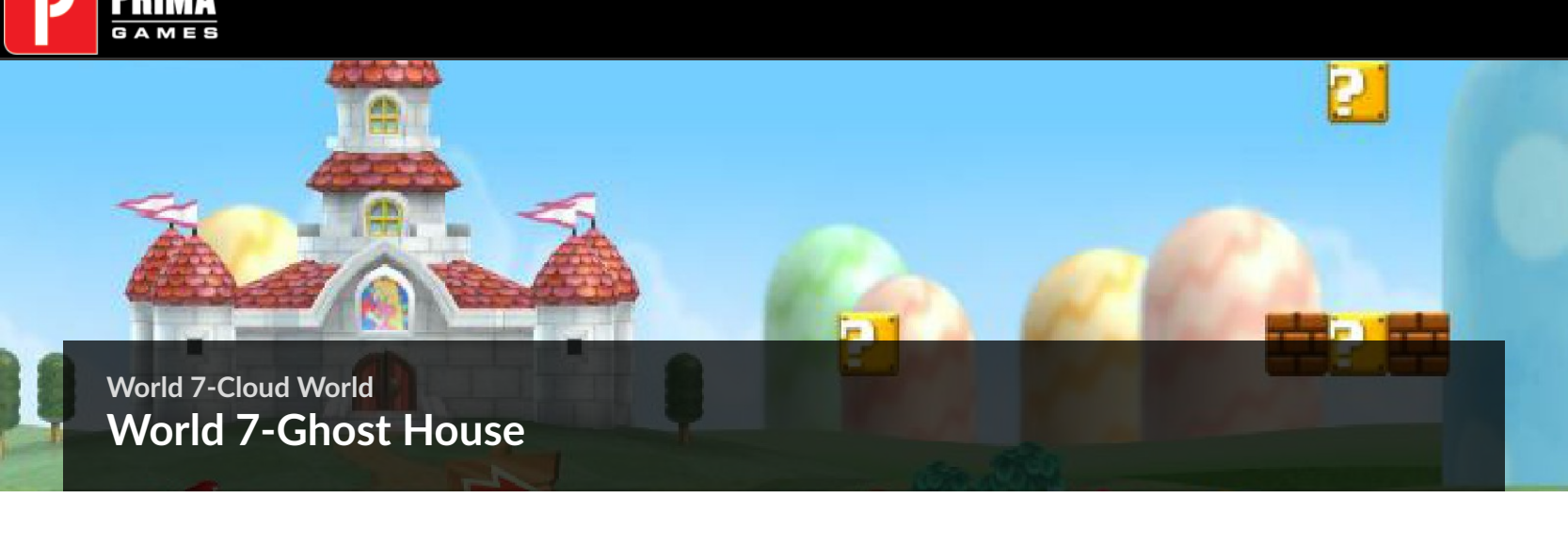
Boss Battle



Ludwig Von Koopa is extremely dangerous. He is the only Koopaling that is capable of firing Mario-seeking, magic projectiles! Luckily, his magic blasts are slow and can be easily avoided. Lure the magic blasts away from you or down onto the ground so they dissipate quickly or shoot them with snowballs.

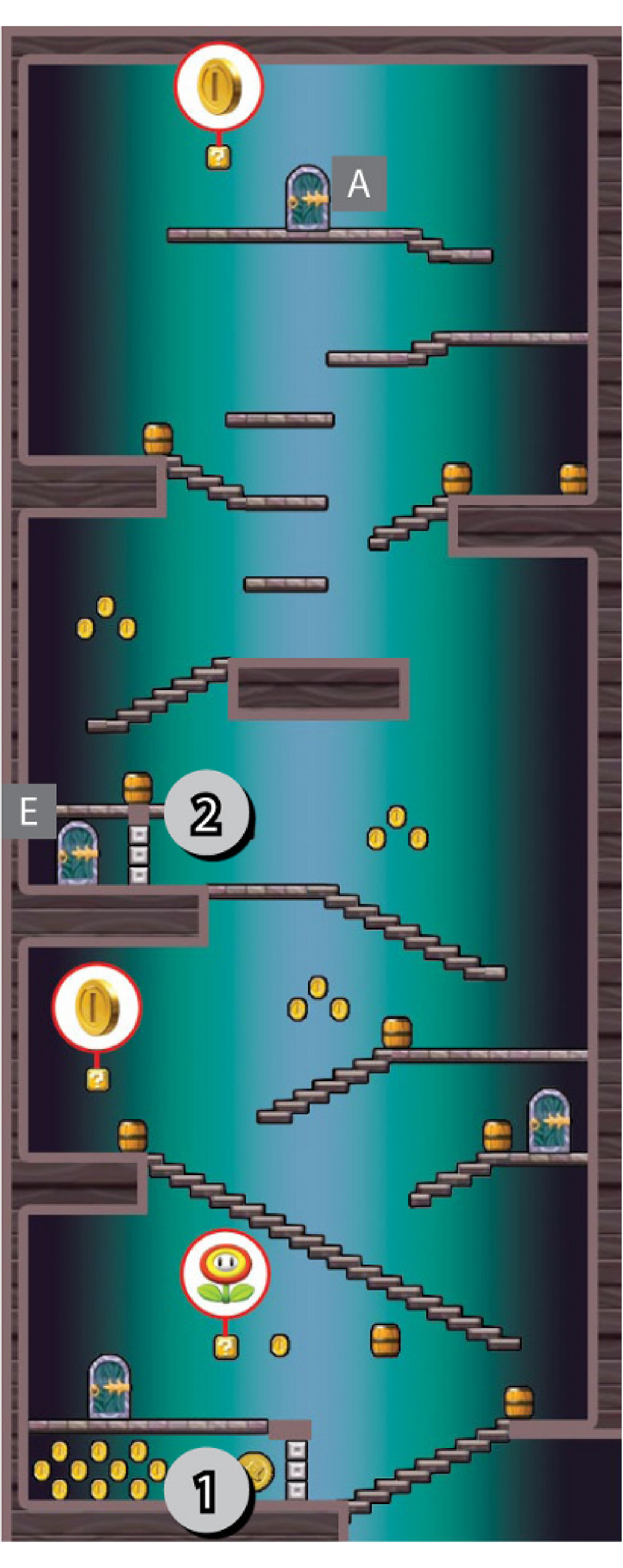


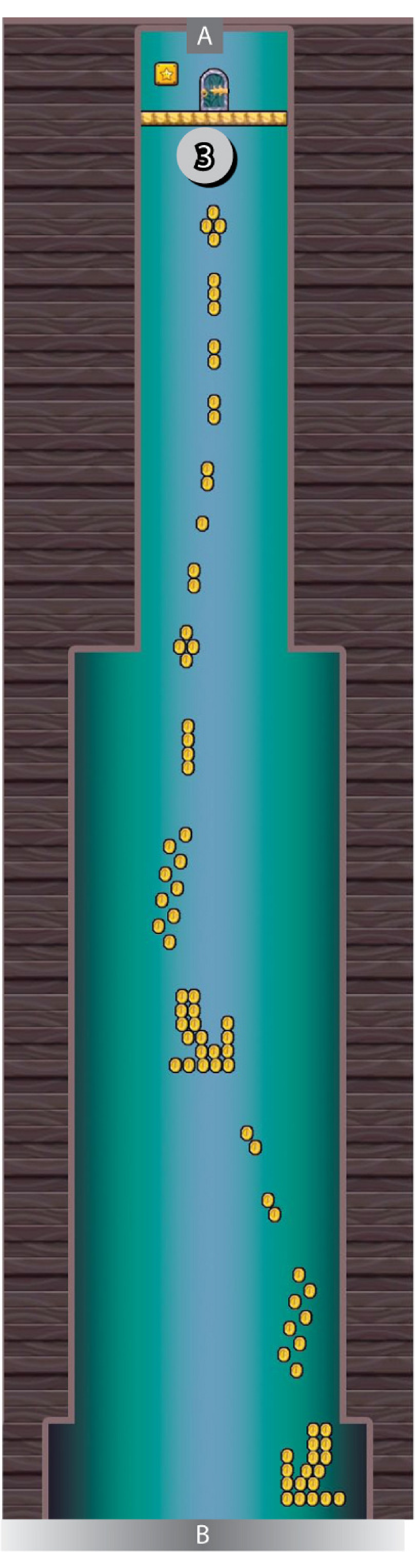
When Ludwig flutter-jumps into the air, he'll hover over you until you stop in one place. Once you do, he'll try to pounce on you. Use this against him to make him land where you want him to land. When he does touch down, turn the tables on him and bounce on his puffy blue do! Hop on him three times to defeat him!

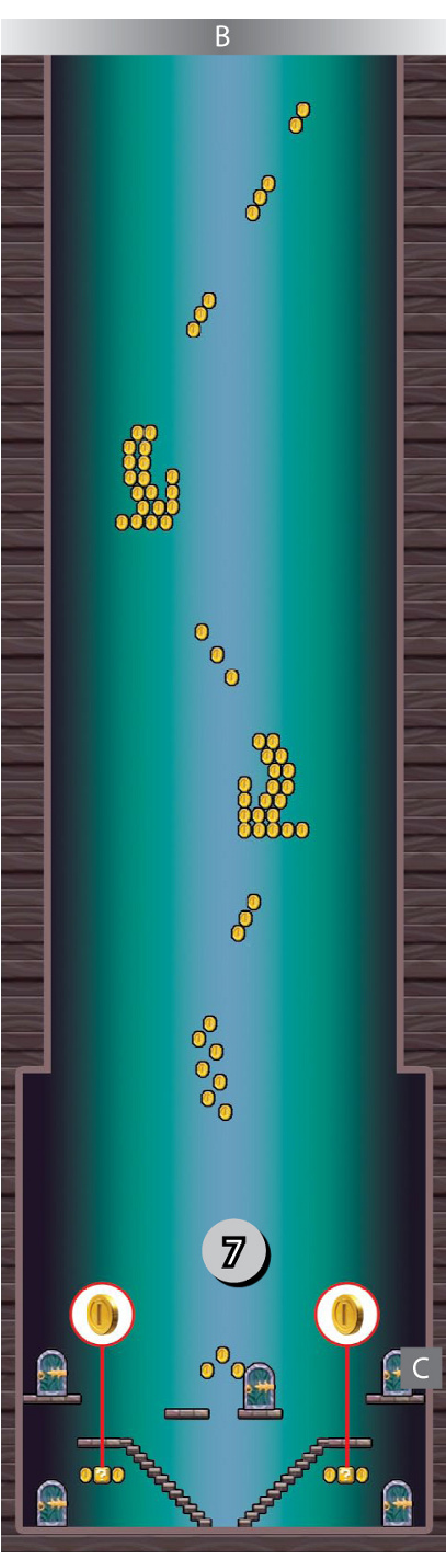


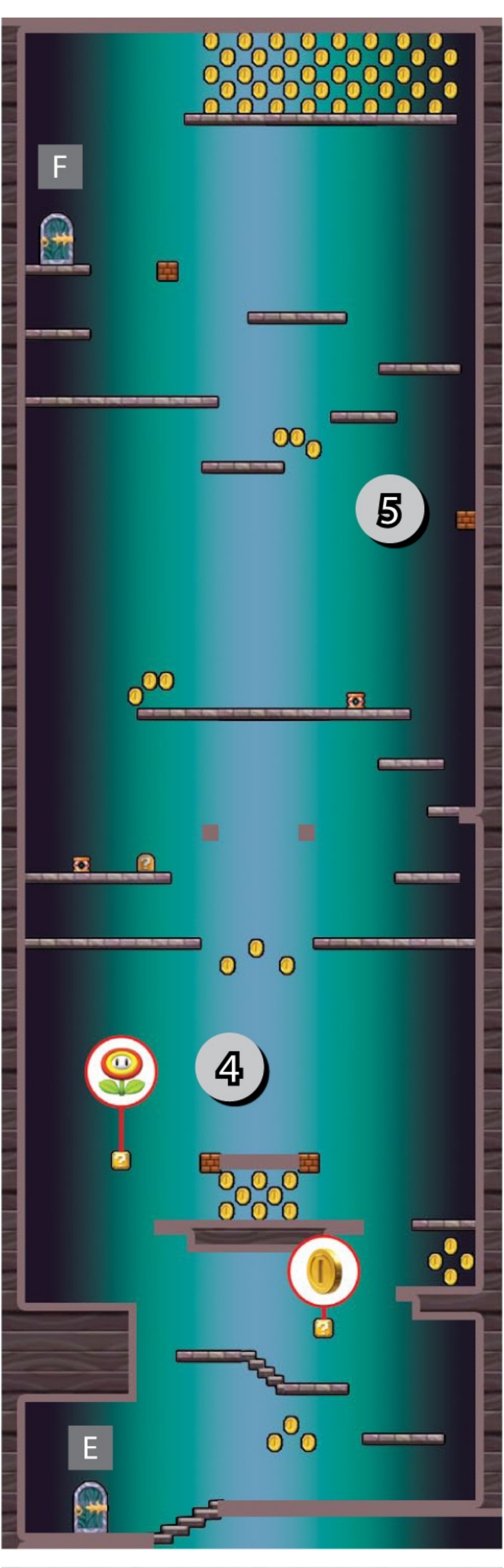
World 7-Cloud World

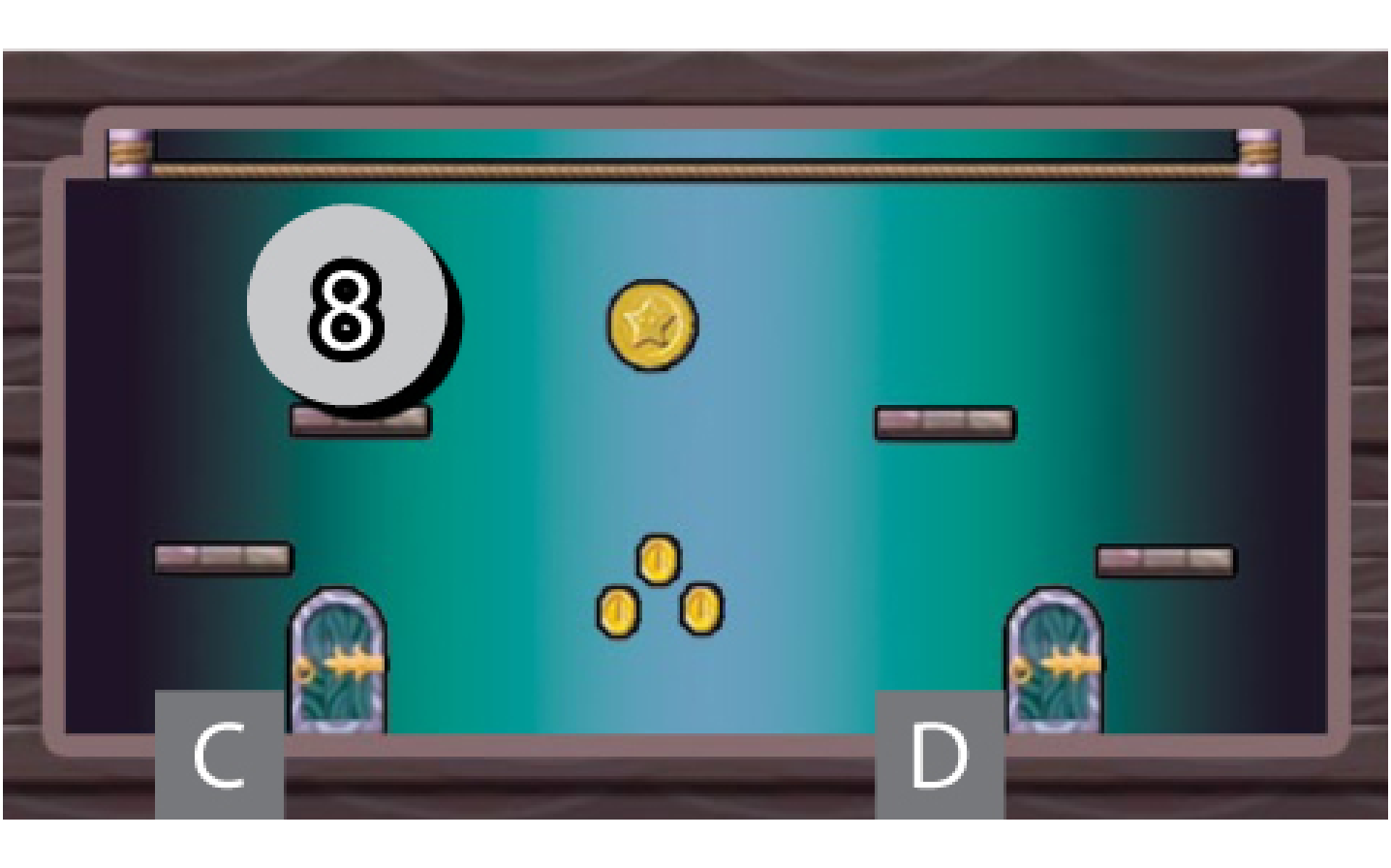
World 7-Ghost House

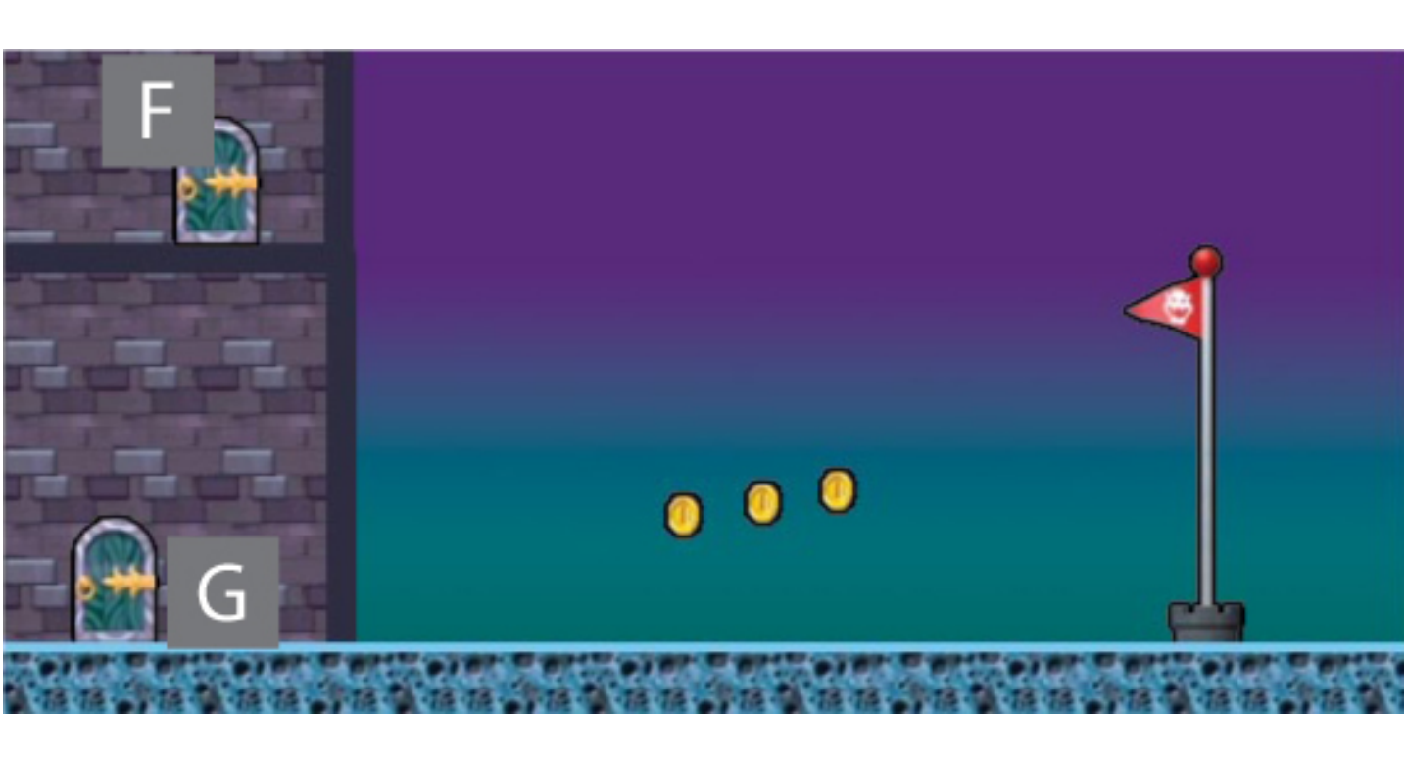


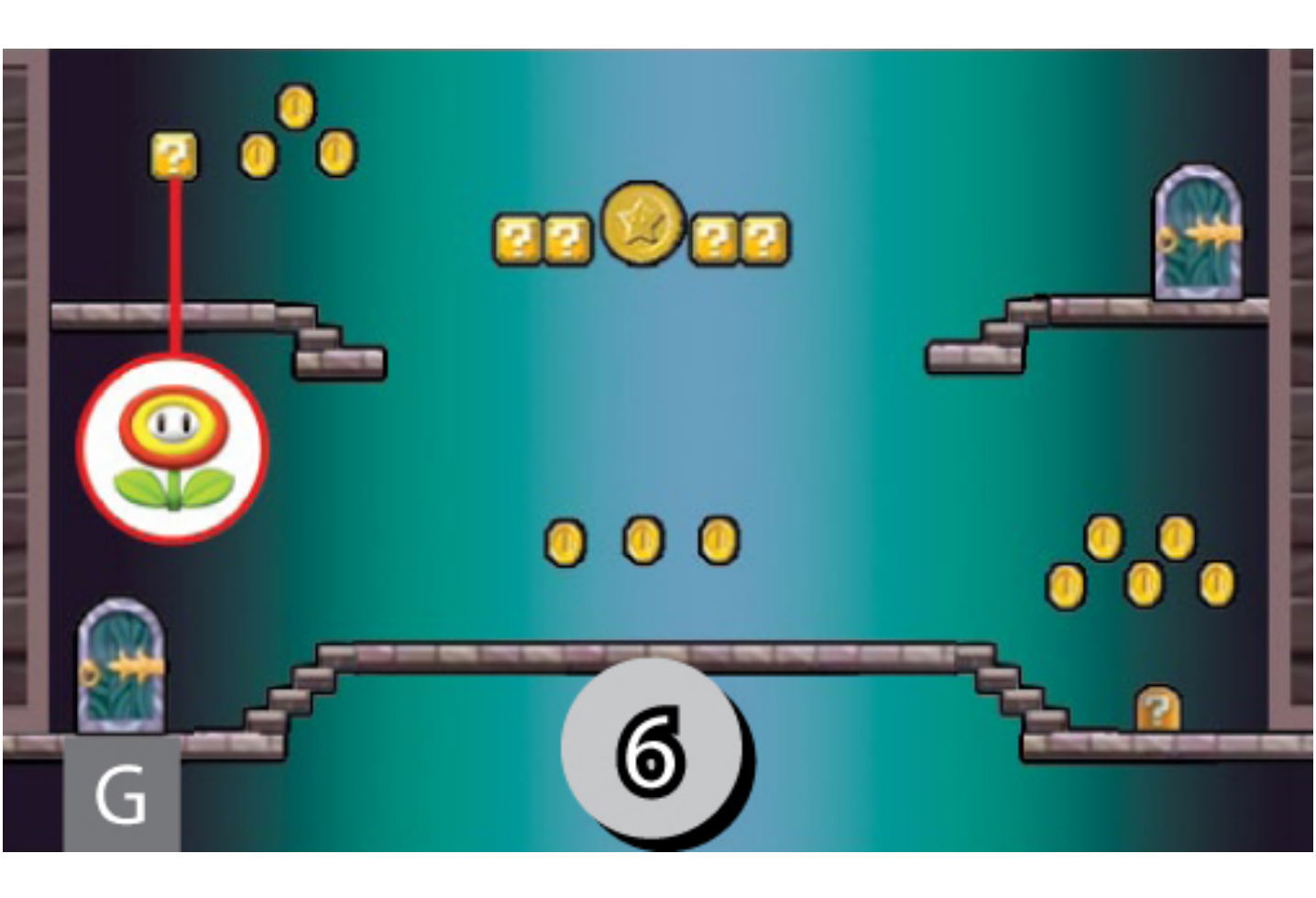


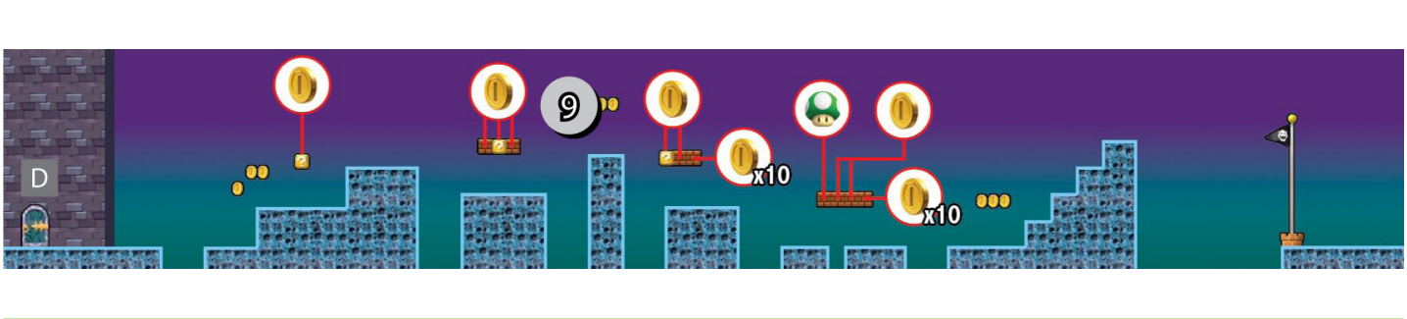




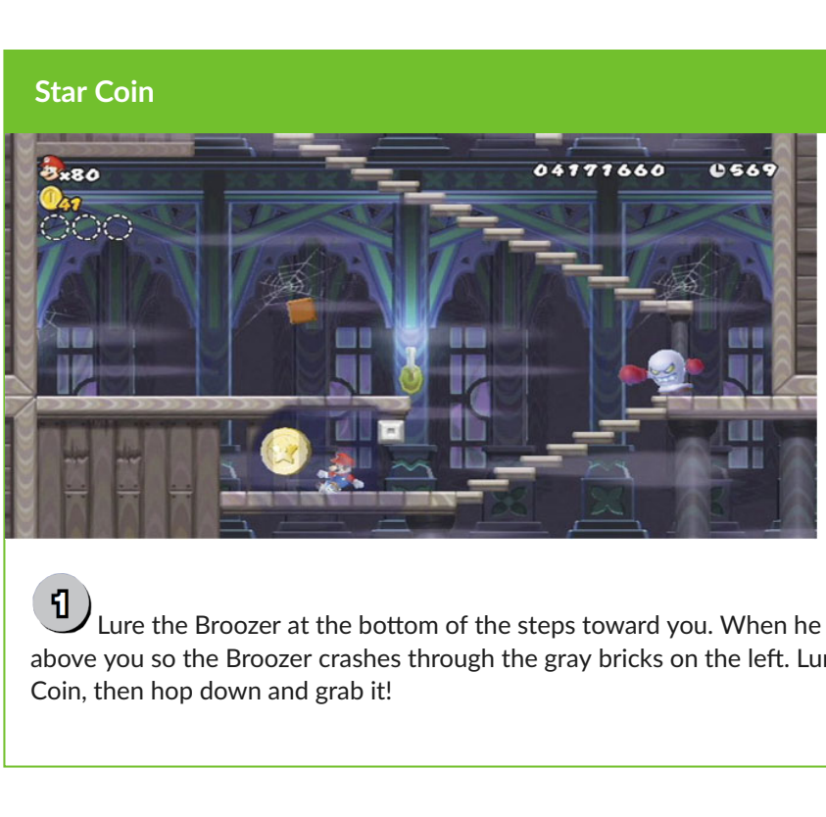




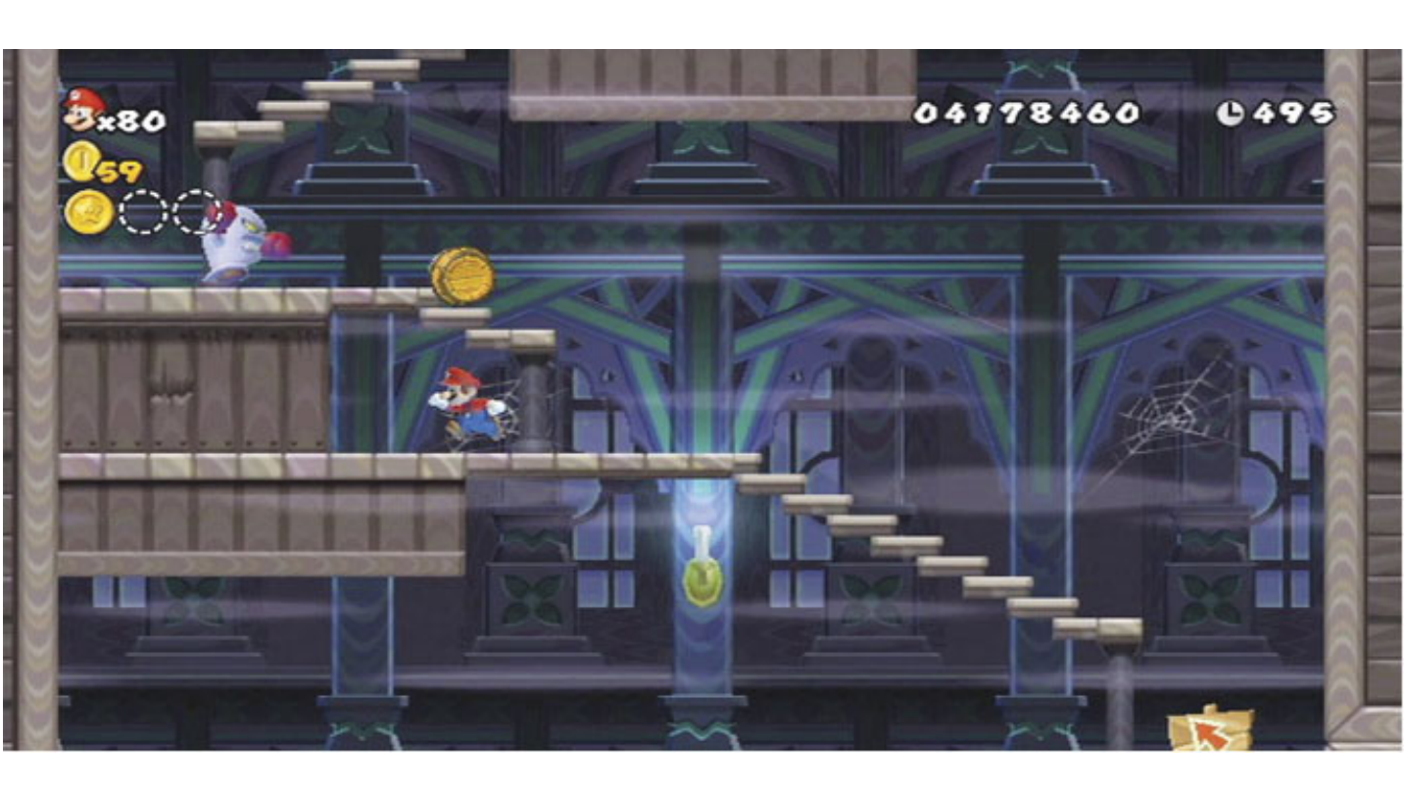




Star Coin

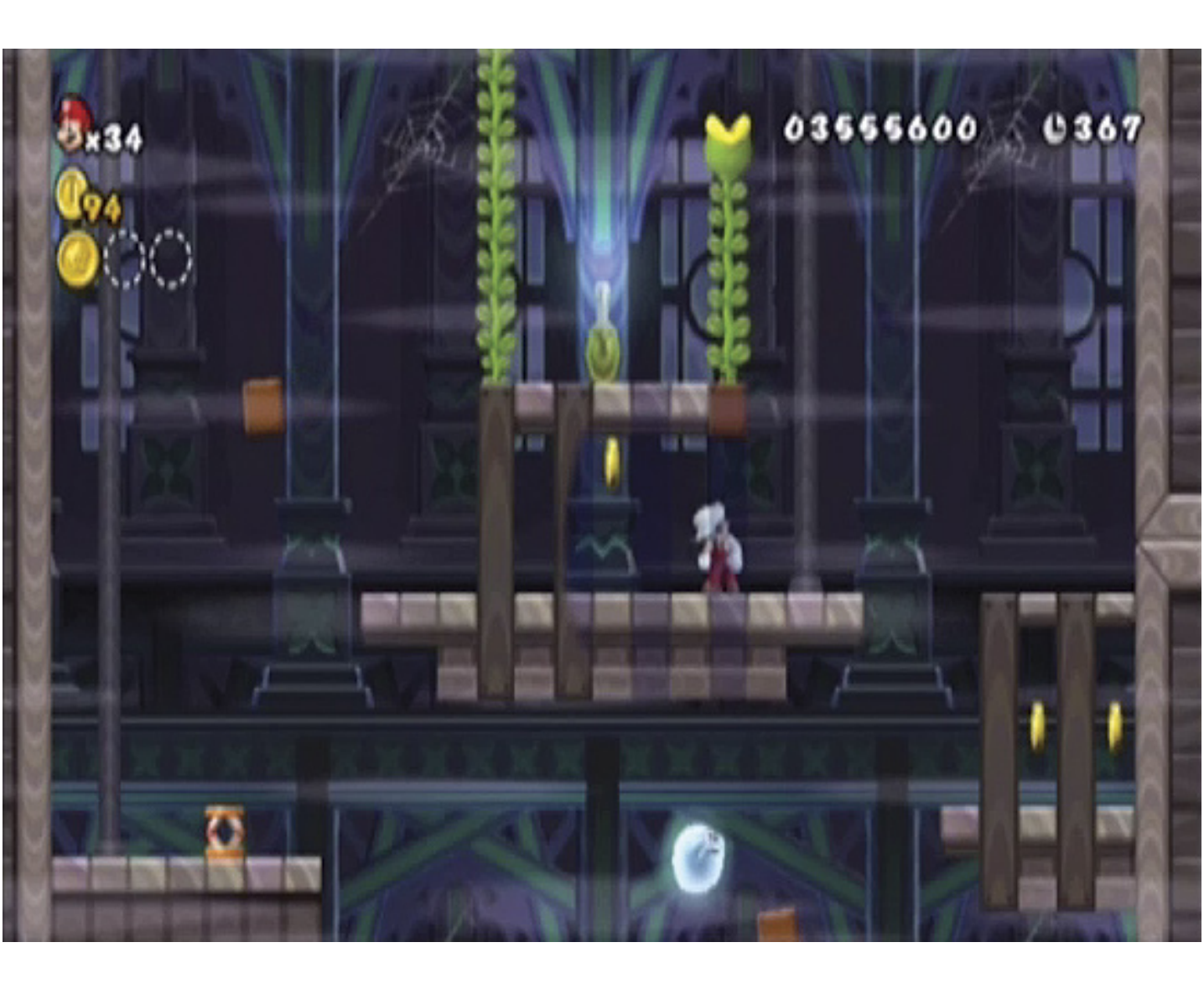


① Lure the Broozer at the bottom of the steps toward you. When he gets close to you, jump back up onto the ledge above you so the Broozer crashes through the gray bricks on the left. Lure the Broozer out of the small room with the Star Coin, then hop down and grab it!

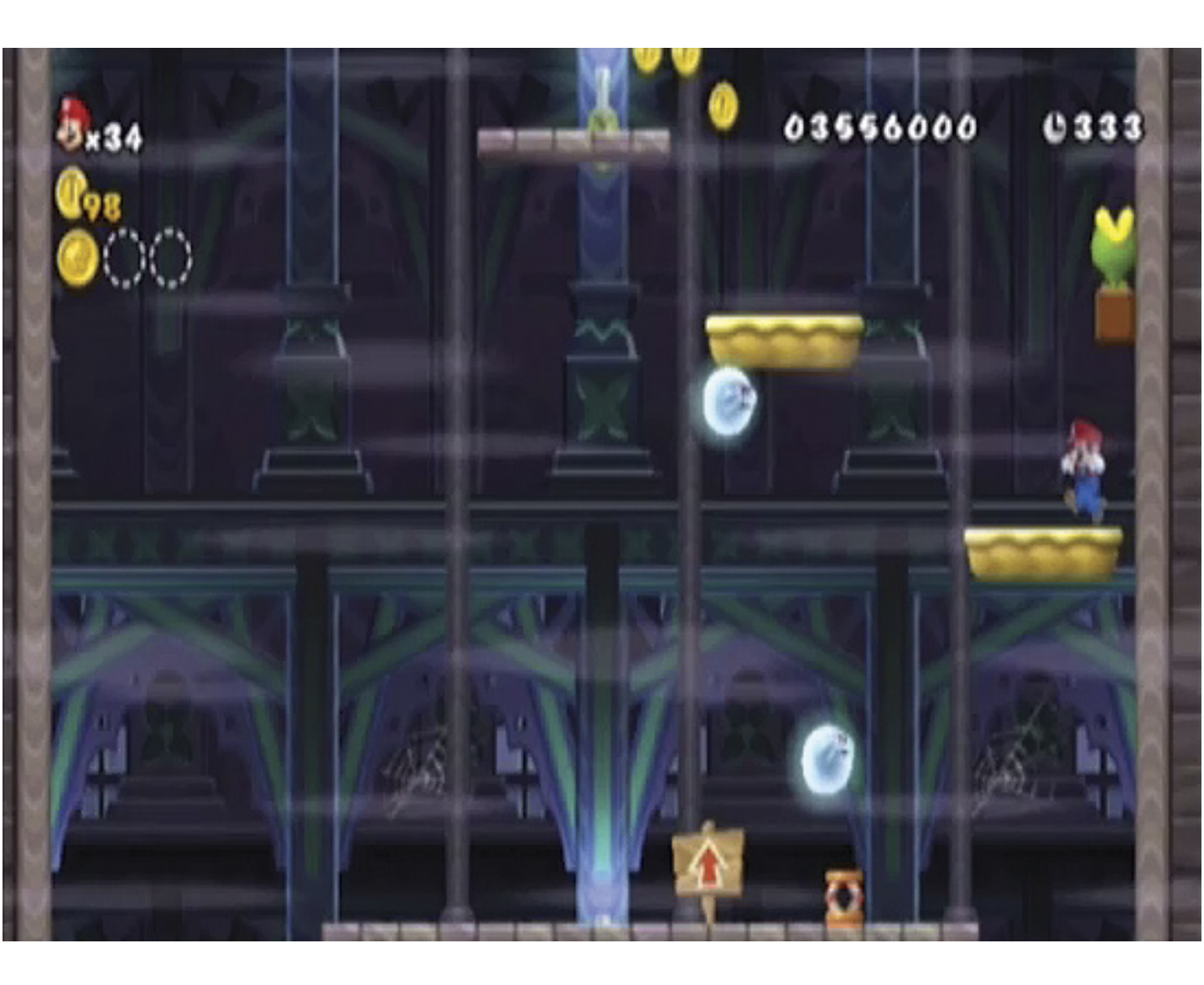


② Lure the Broozer at Point 2 down from the ledge, then make him break through the small wall on the left. Go through the new opening to find a hidden door leading to a tall room. Go up the room and enter the door at the top on the left. When you reach the exit, drop down and, instead of passing the flag, go through the second door at the bottom to find the Star Coin.

③ Hit the Roulette Block at Point 3. The floor gives way underneath you and sends you plummeting down the tall building. As you drop, follow the coins to avoid the Boos. At the bottom scurry to the upper right door to exit!

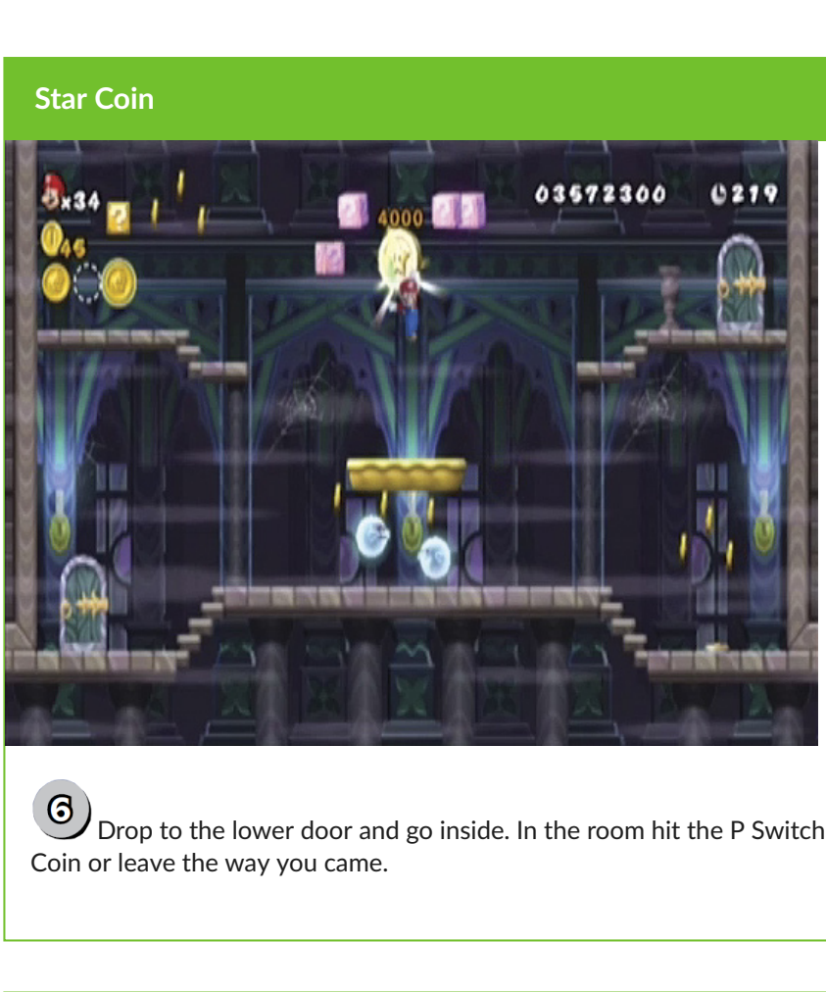


④ This room is a great challenge. Get to the platform with eight coins on it and hit both Blocks to make vines grow. Climb the vines, jumping up them to avoid Boos.



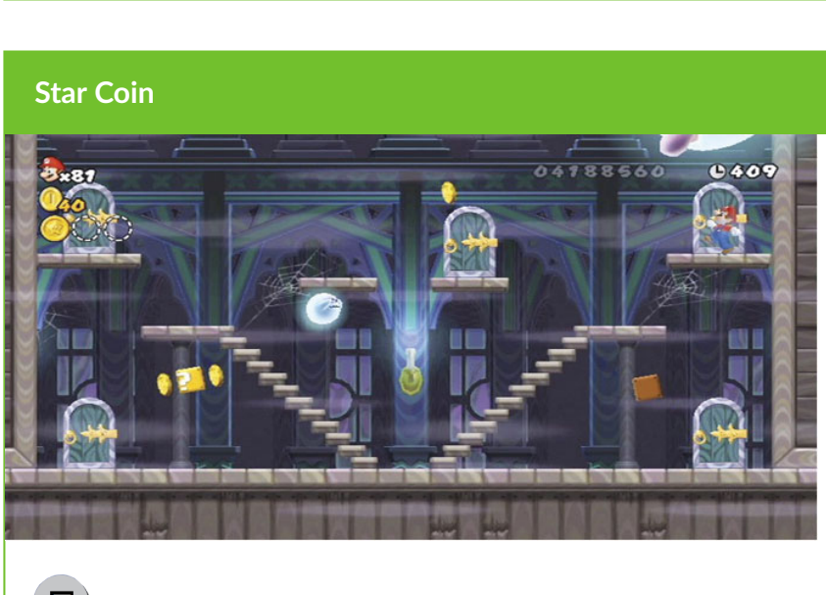
⑤ Hit the P Switch and jump platforms until you can hit the Block to make a third vine appear. Climb it and run across then jump to the door at the top.

Star Coin

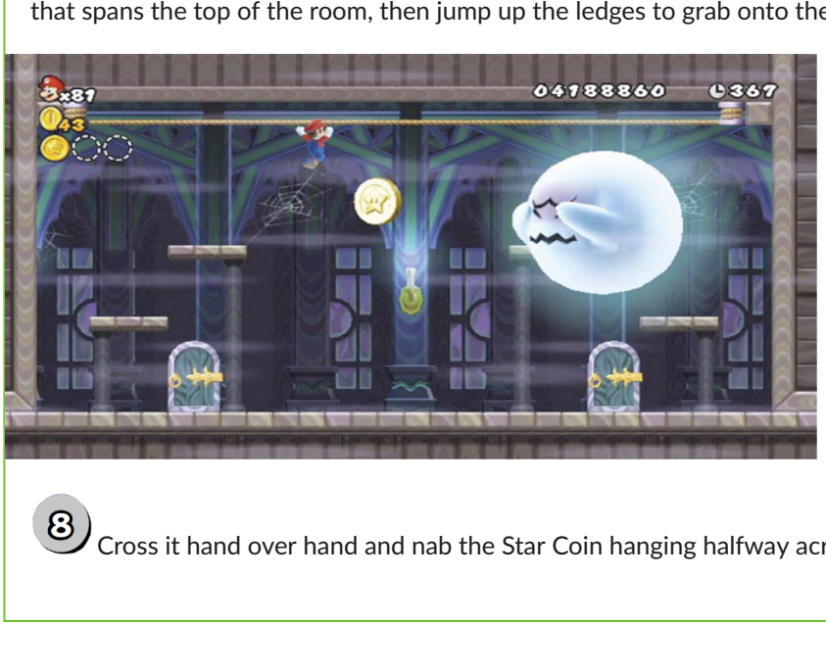


⑥ Drop to the lower door and go inside. In the room hit the P Switch to make a platform appear. Use it to grab the Star Coin or leave the way you came.

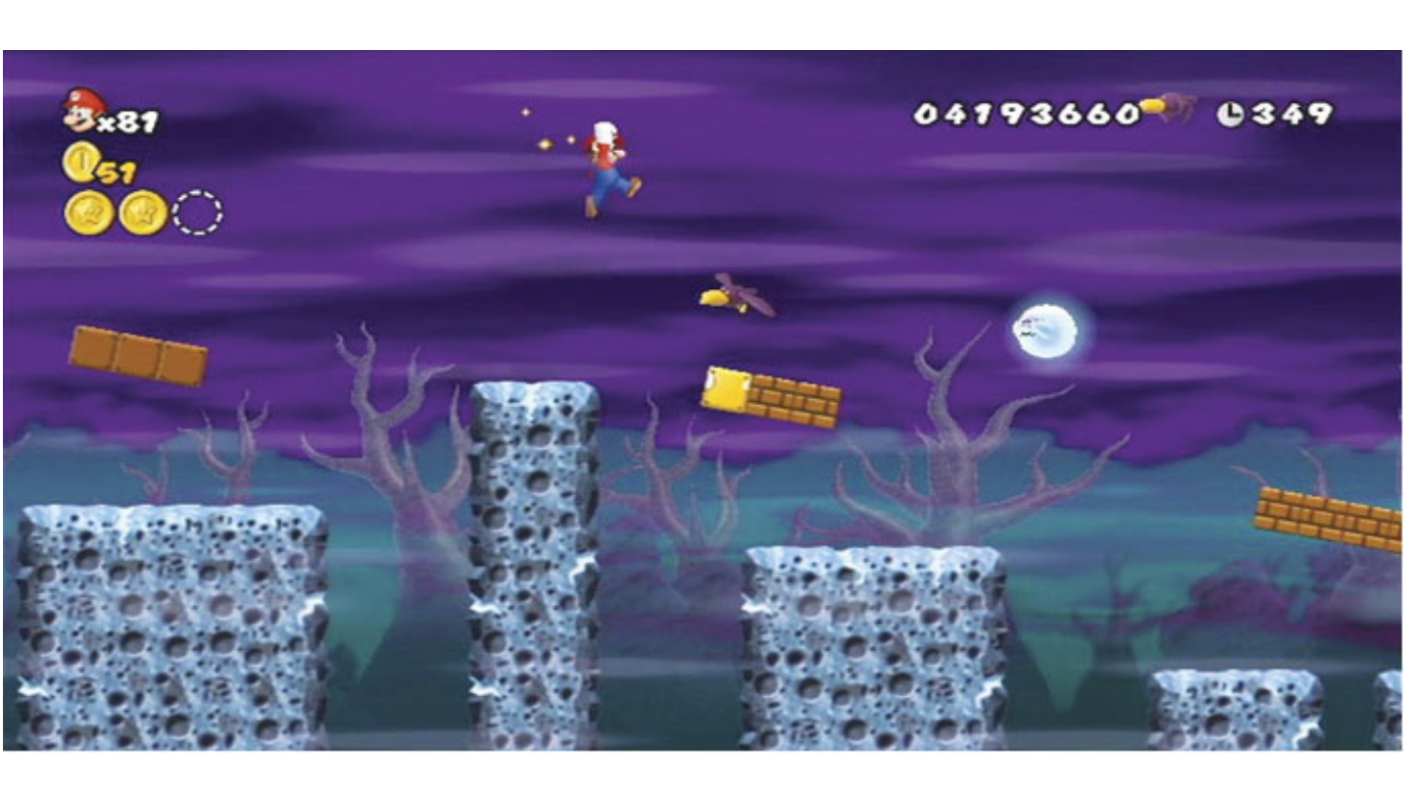
Star Coin



⑦ Pass through the door at Point 4 to enter a room with a Big Boo. Lure the Big Boo down and away from the rope that spans the top of the room, then jump up the ledges to grab onto the rope.



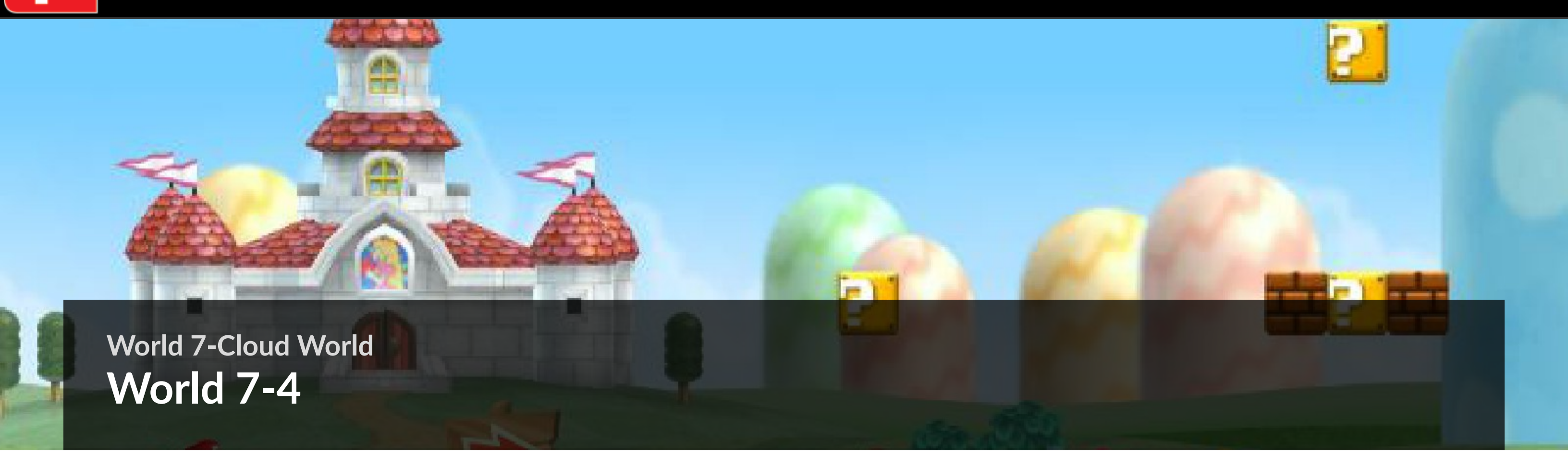
⑧ Cross it hand over hand and nab the Star Coin hanging halfway across the room.



⑨ Watch out for the ravens and the Boo as you approach the flag. The ravens will swoop down and zoom in on you before you know it!

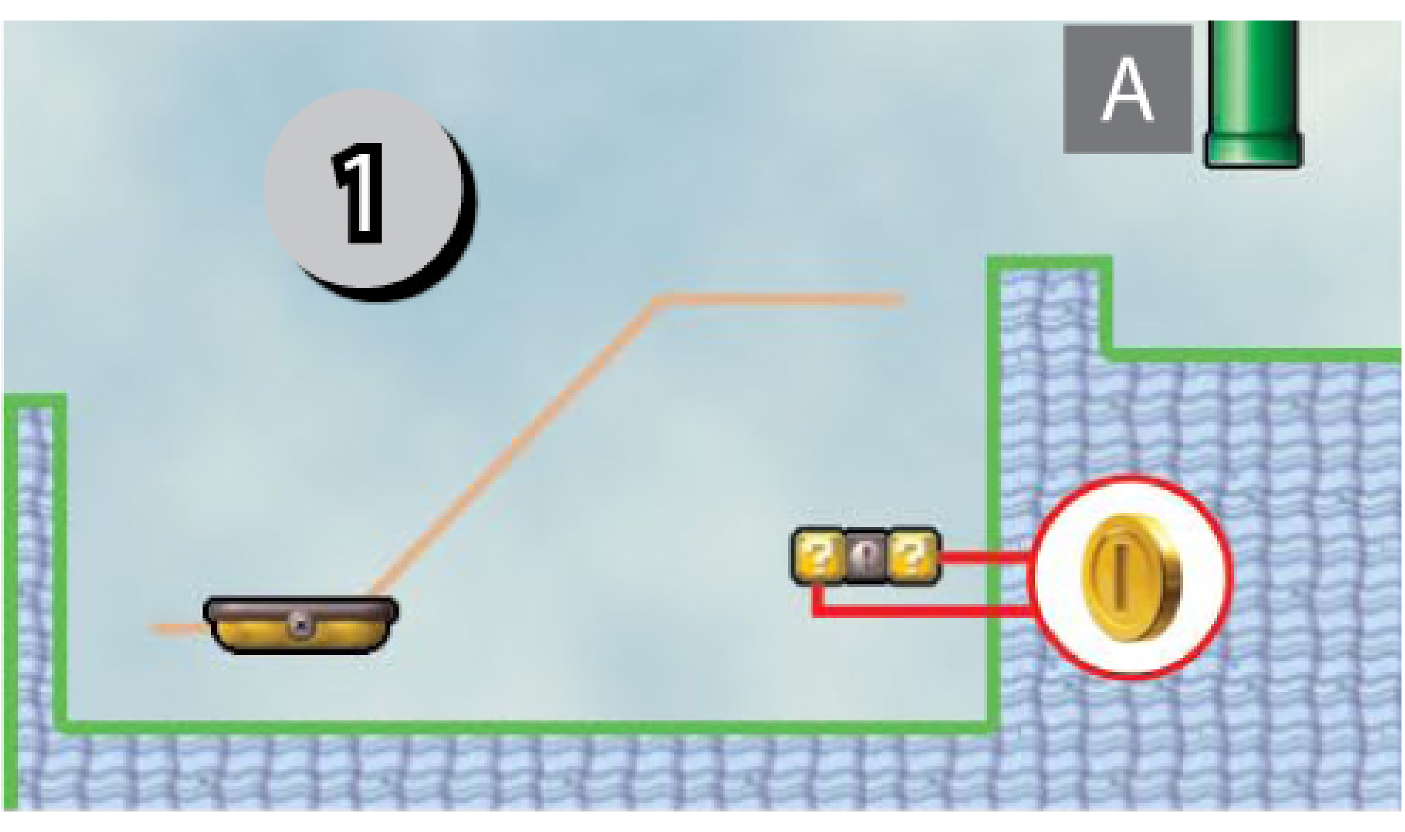
Note

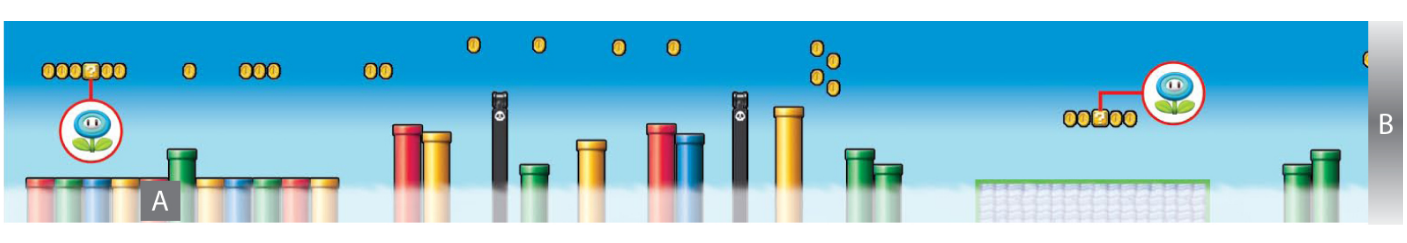
If you repeat this process, but pass through the goal pole you'll open a secret shortcut to World 7-5.

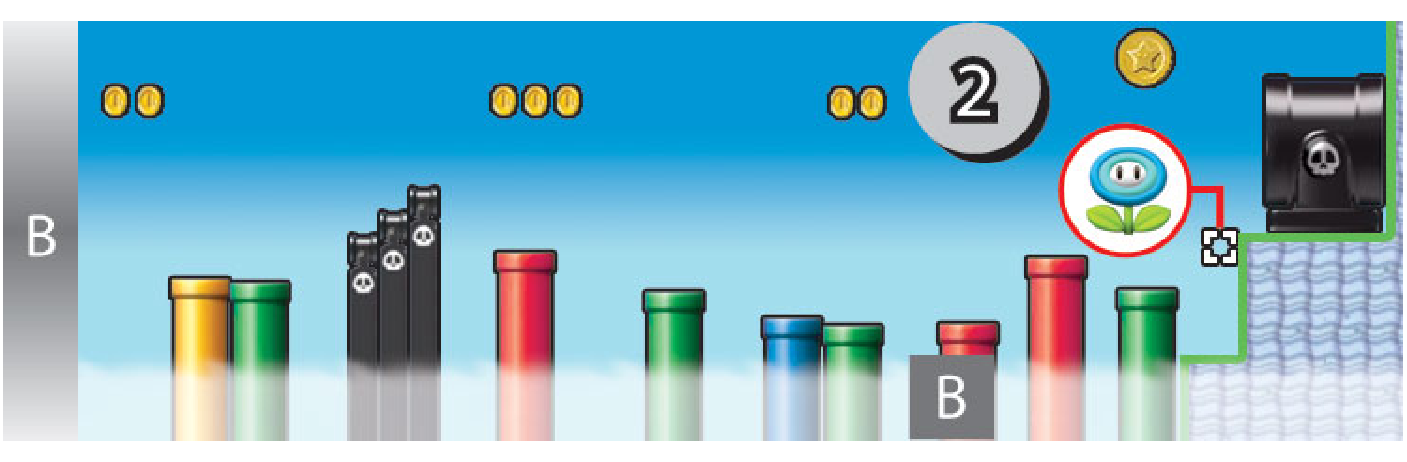


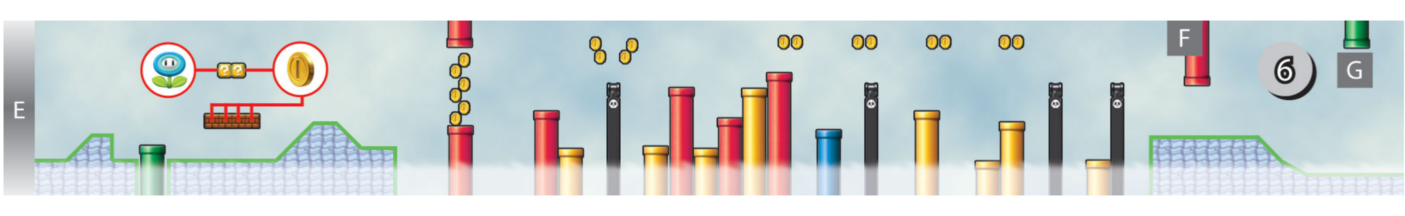
World 7-Cloud World

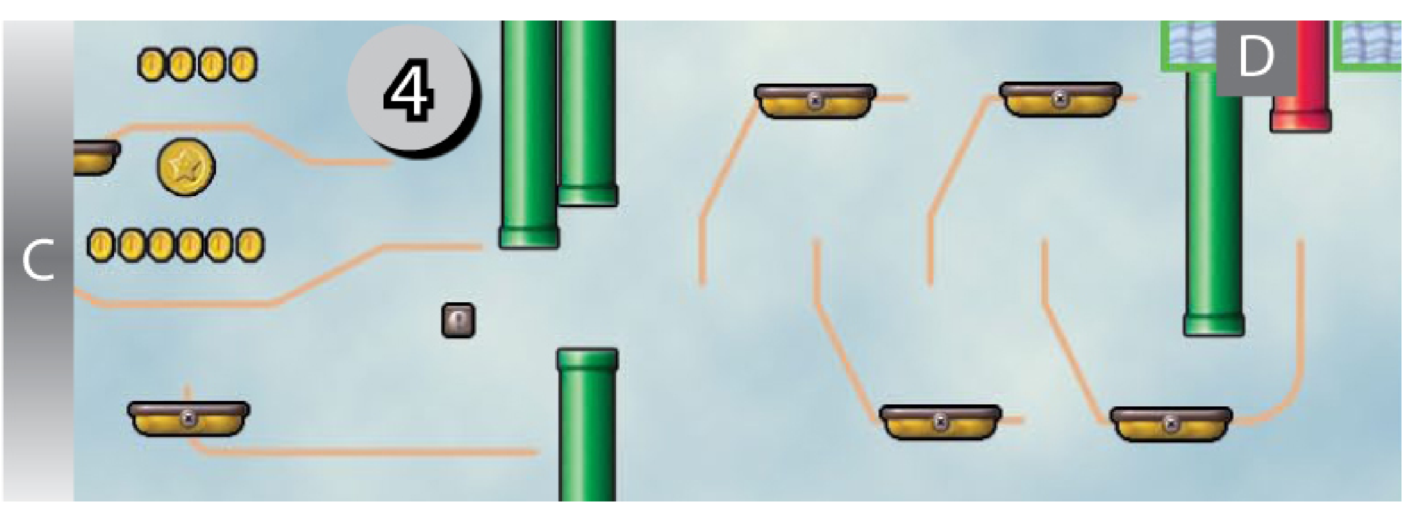
World 7-4

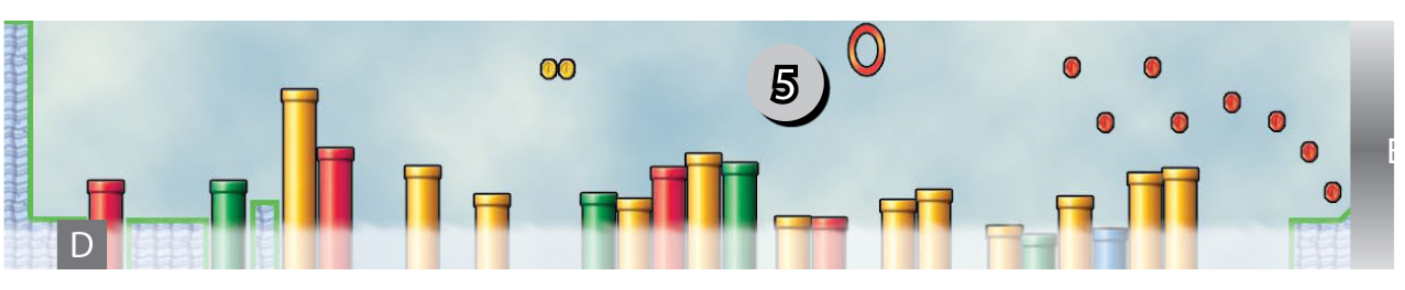


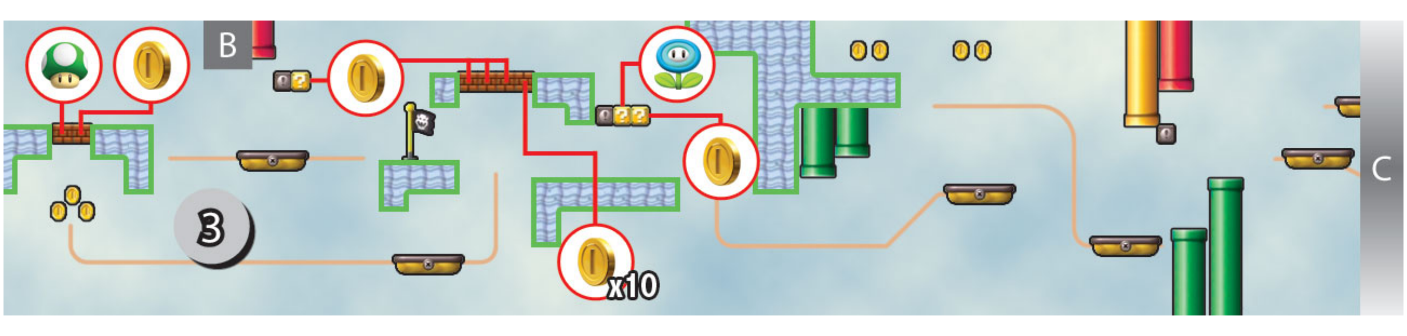


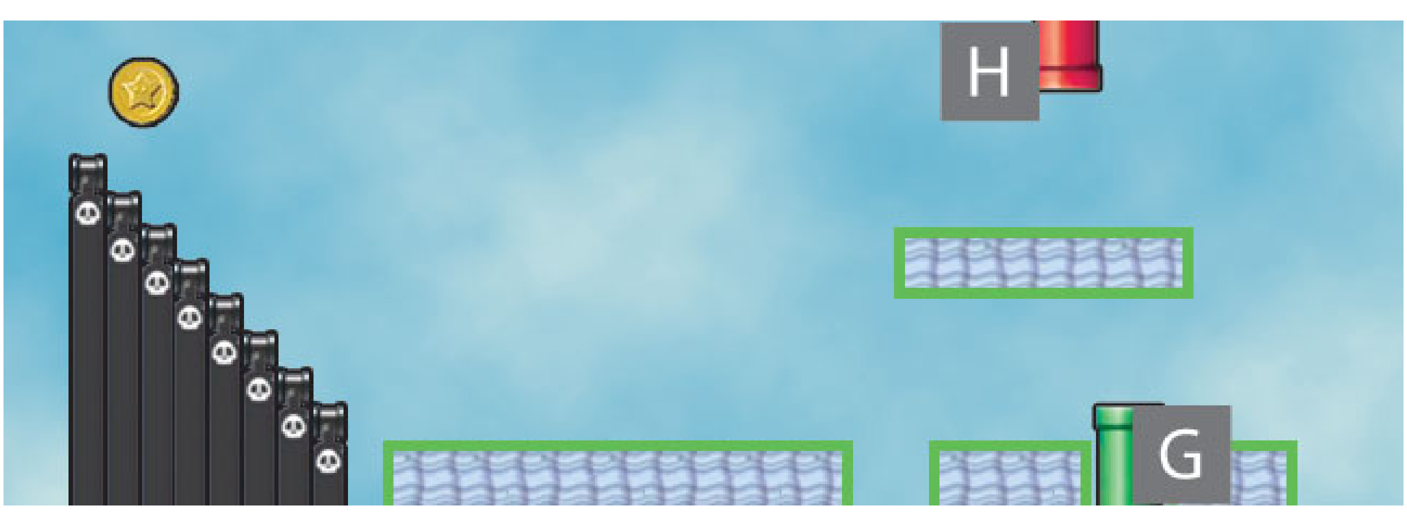


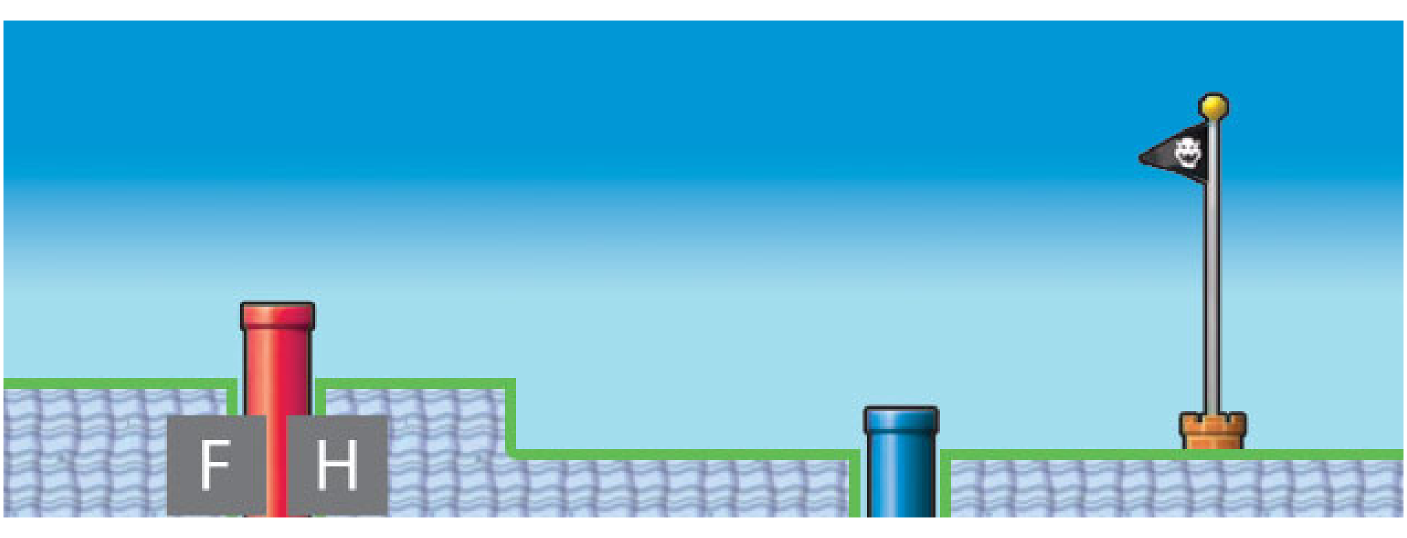


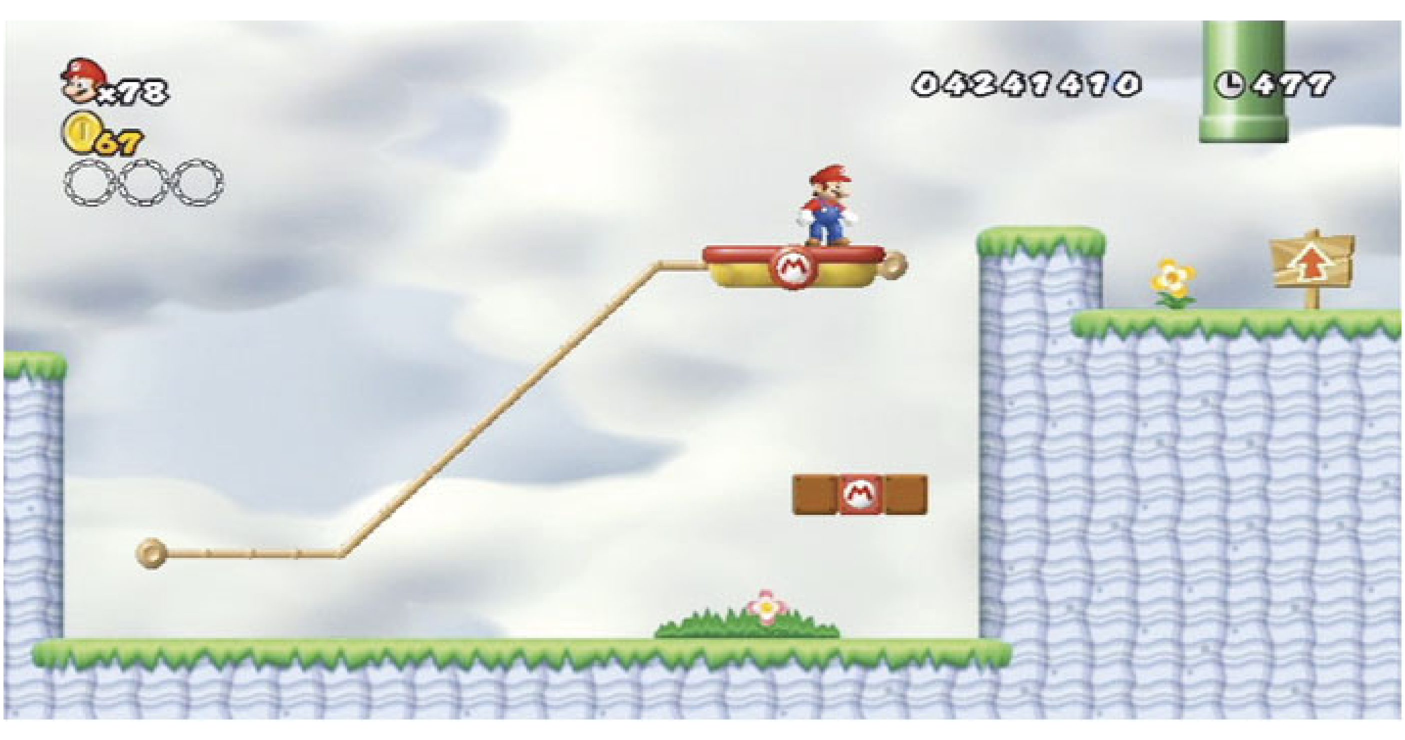










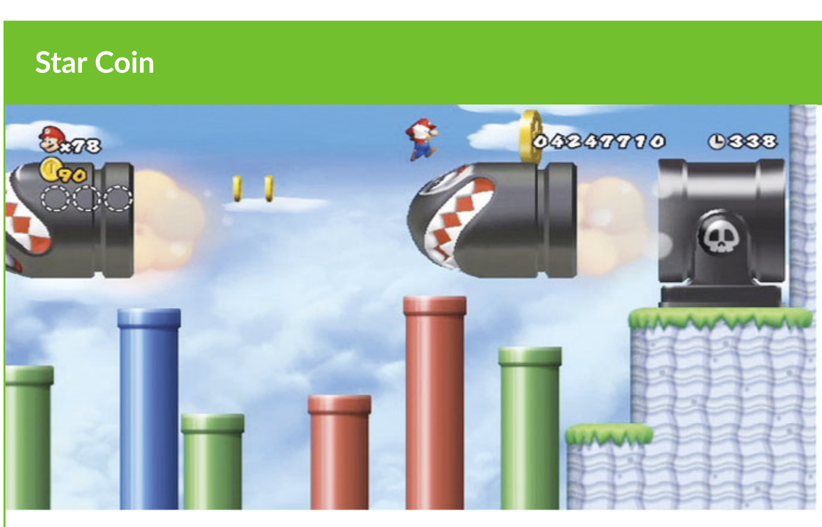


① Hit the ! Block at Point 1 to activate the platform on the left. Hop onto the platform and tilt the Wii Remote right to make the platform slide to the right.

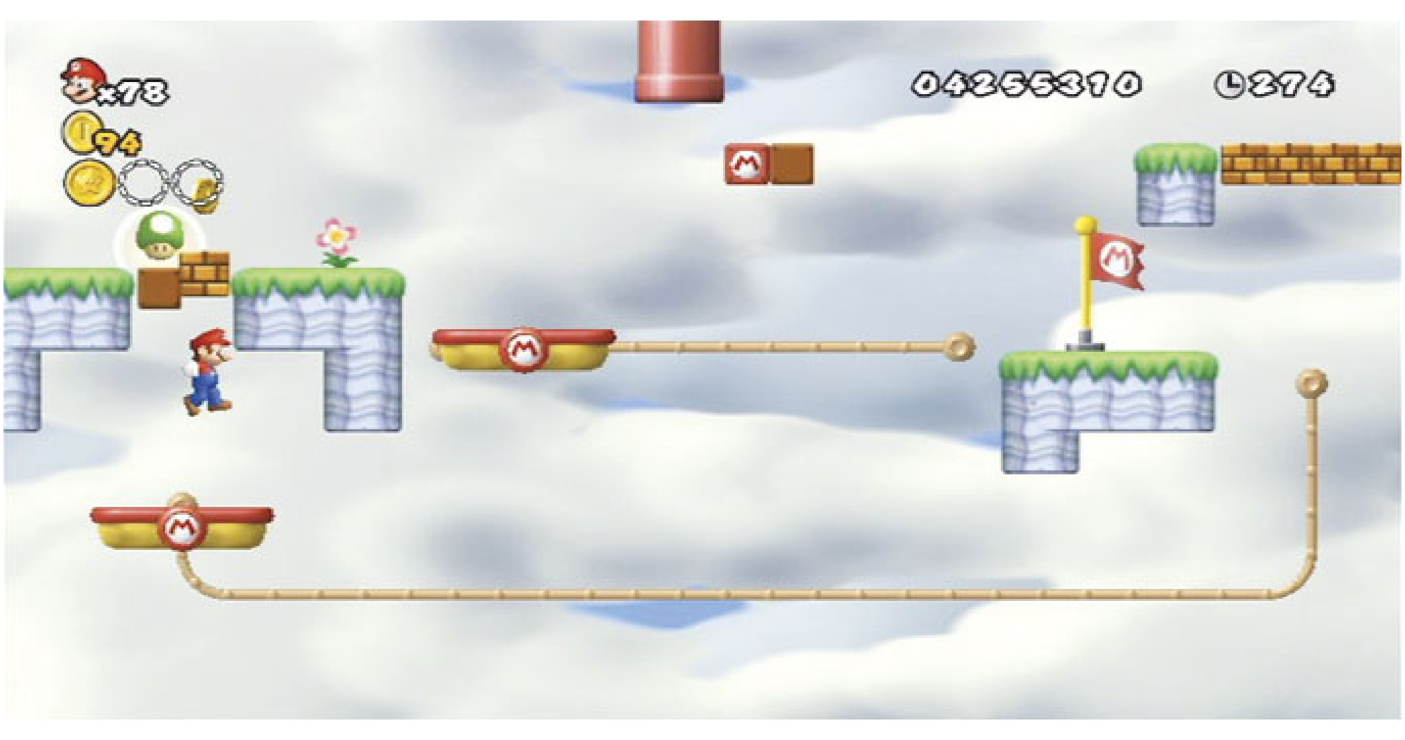
Note

You don't have to be on the platforms to make them move with the Wii Remote.

Star Coin

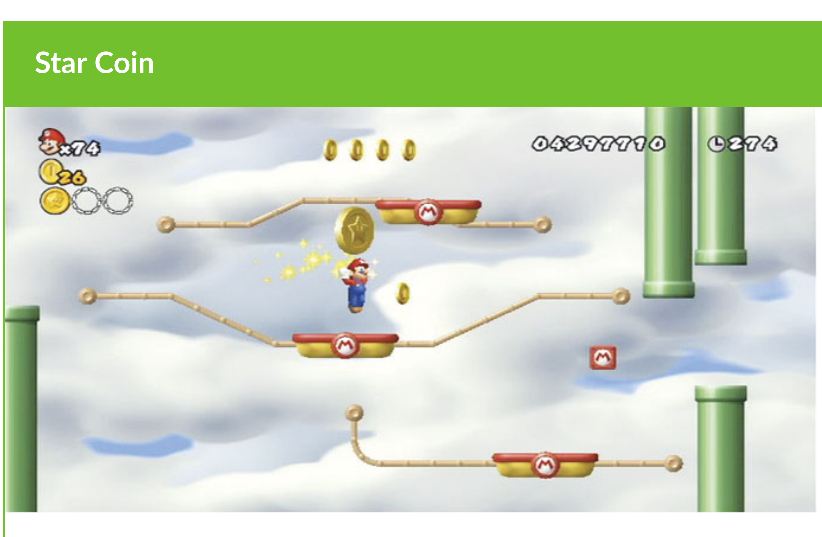


② Bounce off the King Bill to reach the first Star Coin at Point 2.



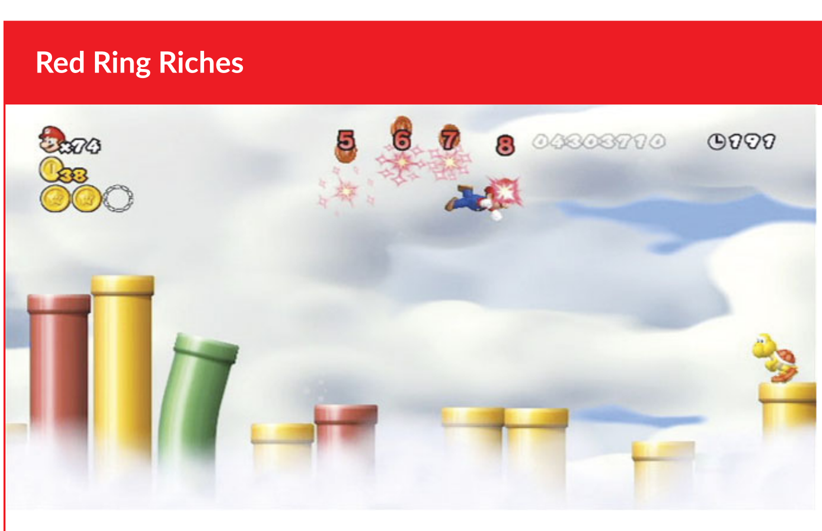
③ Stand on the far-right moving platform at Point 3 and make it slide all the way to the left. Hit the Blocks to find a coin and a 1-Up Mushroom!

Star Coin

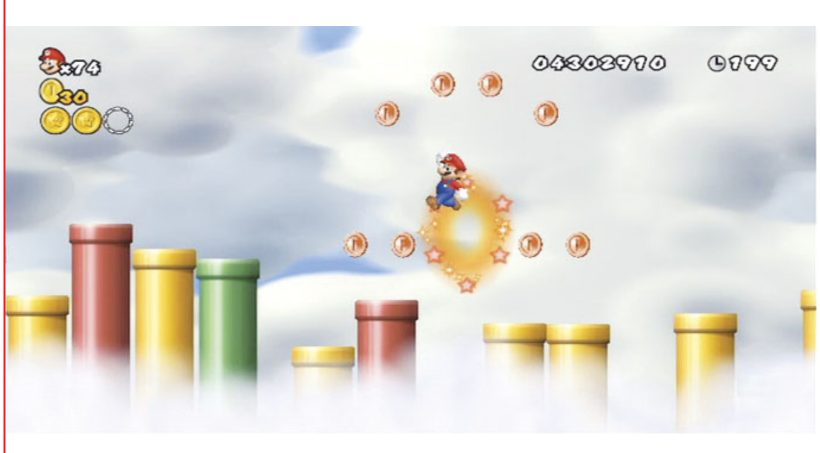


④ Grab the second Star Coin by standing on the middle platform at Point 4 and sliding the platforms all the way to the right. Jump up as you slide right to grab the Star Coin.

Red Ring Riches

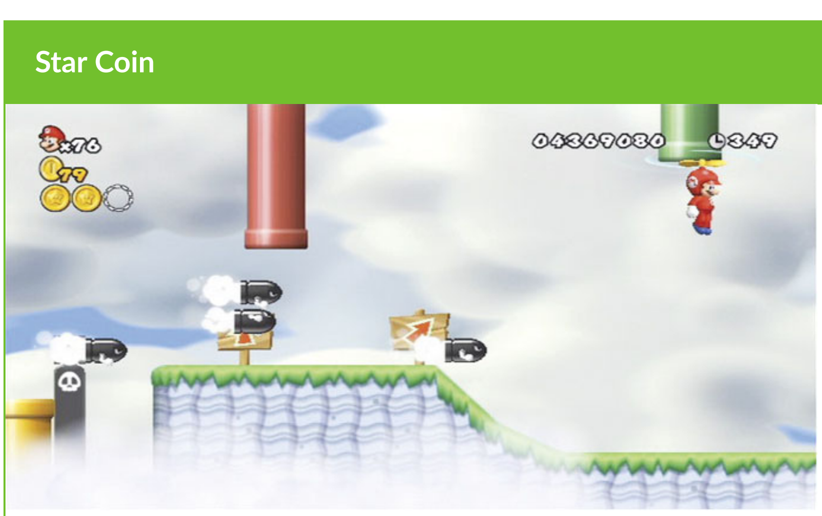


⑤ Crouch into the green pipe in front of the Red Ring.

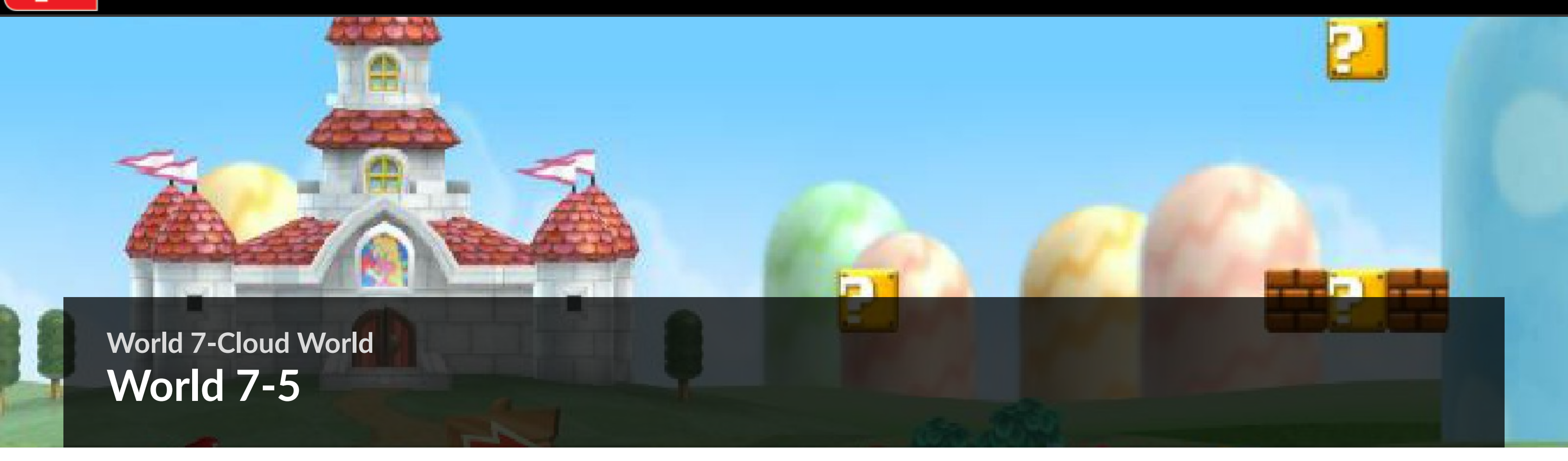


It will aim and shoot you through the ring. Leap across the remaining pipes to grab the coins.

Star Coin

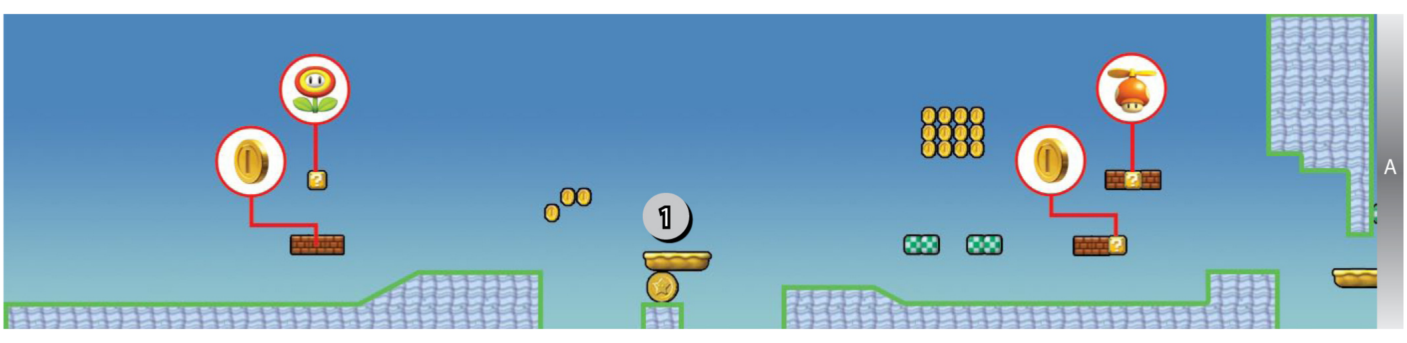


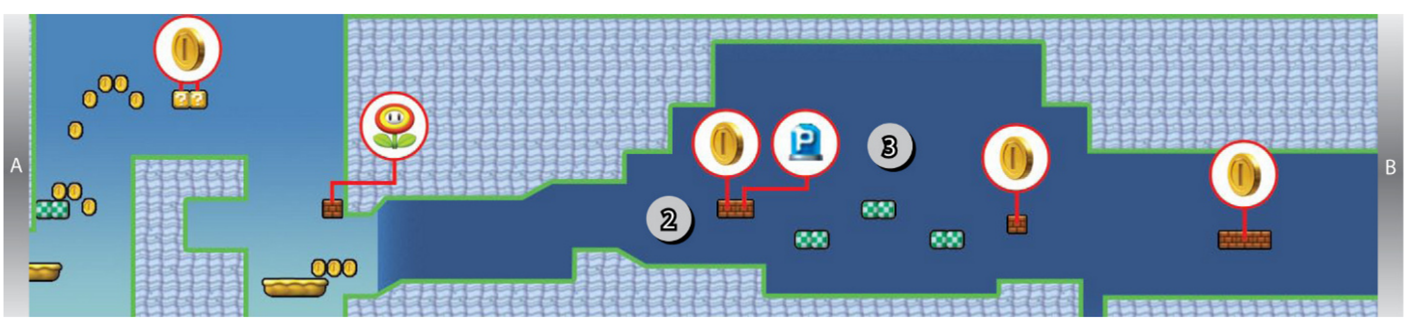
⑥ Either use the Propellerhead power-up or bounce off the Bullet Bills to reach the green pipe at Point 6. The pipe will transport you to a secret area with the final Star Coin. Bounce up the column of Bullet Bills and grab it before exiting through the red pipe.

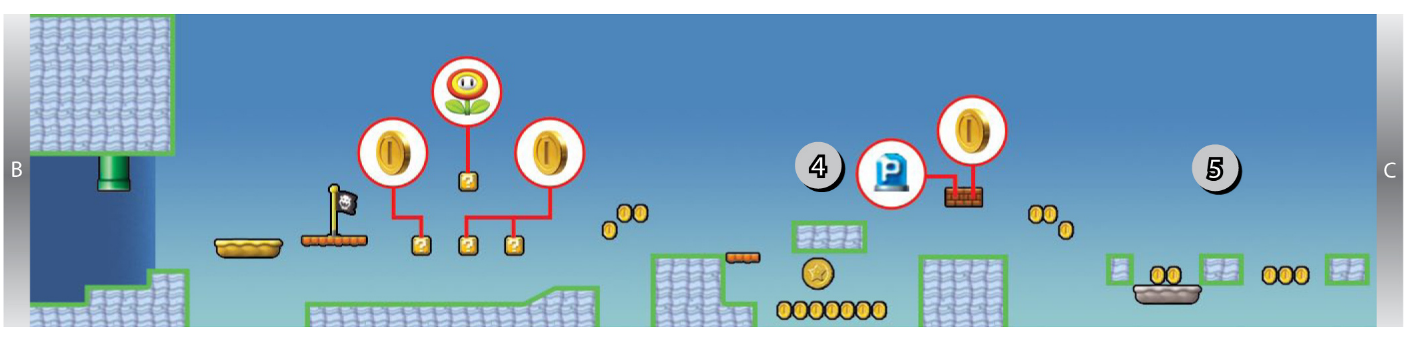


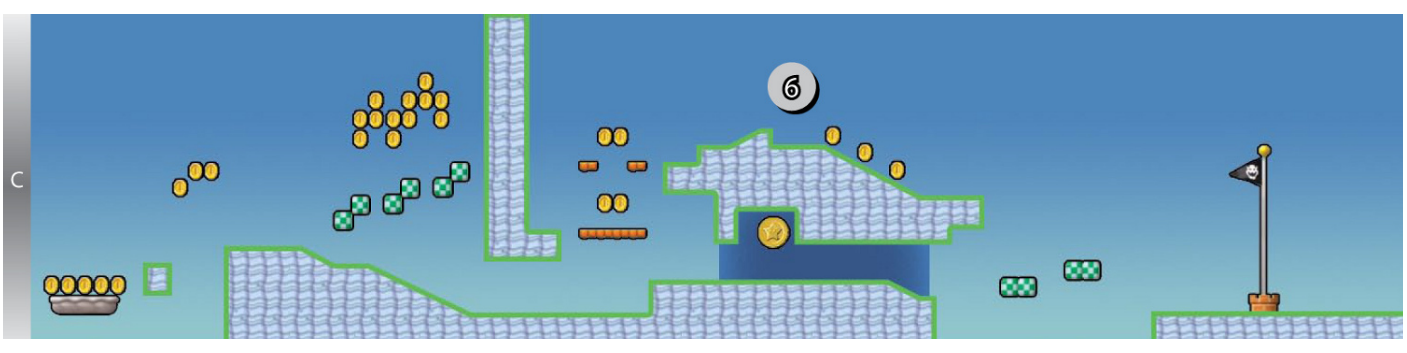
World 7-Cloud World

World 7-5

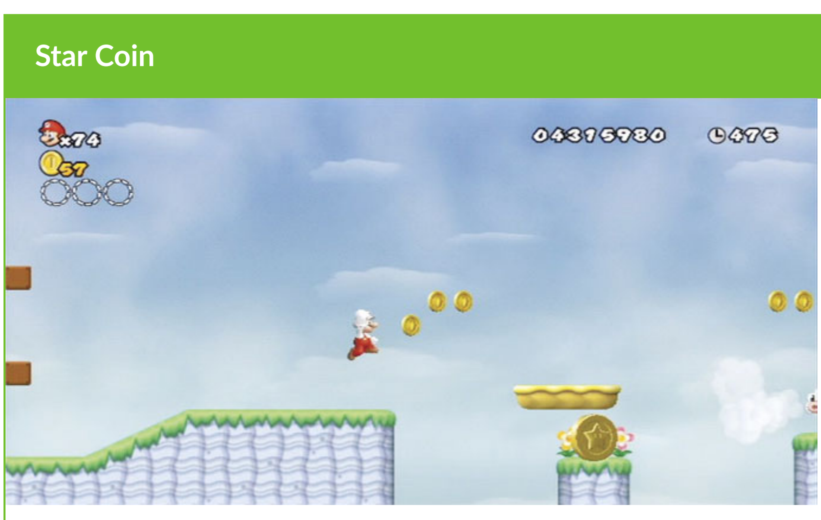




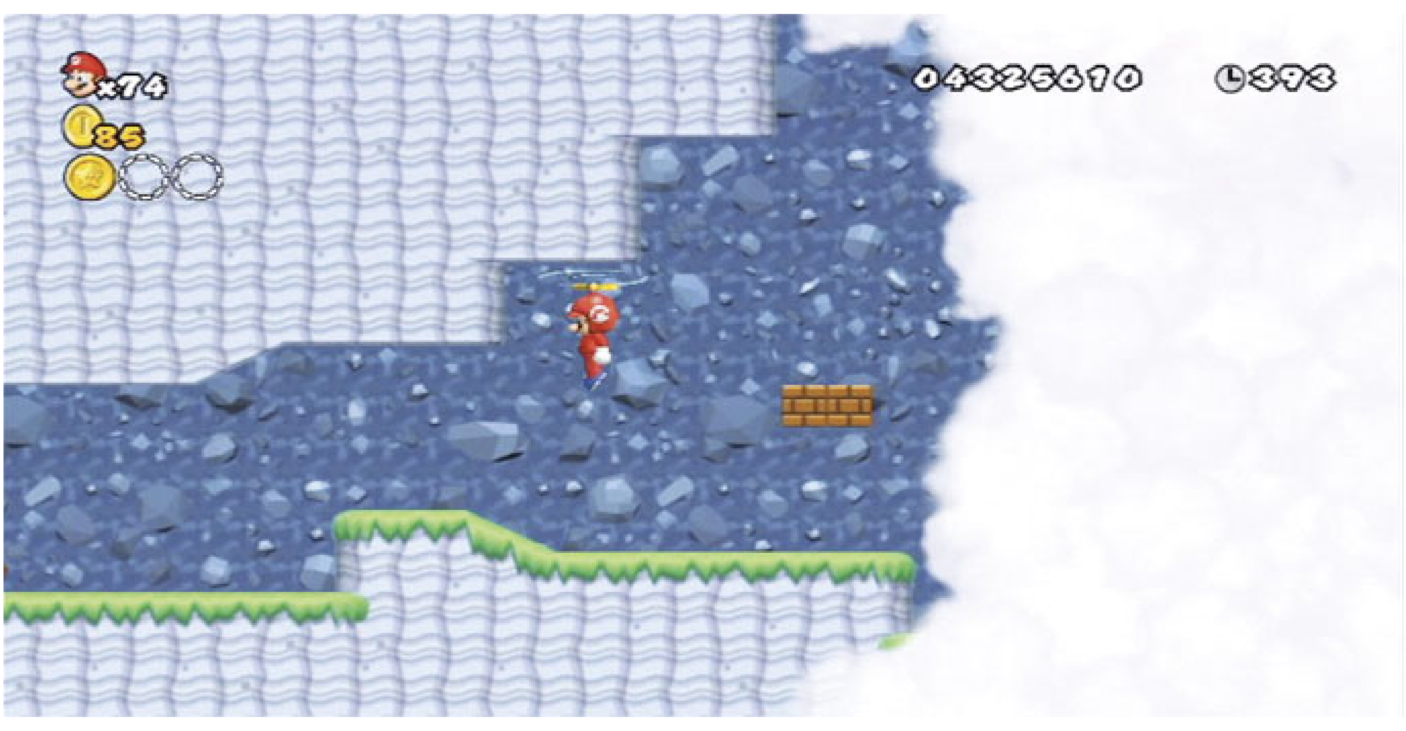




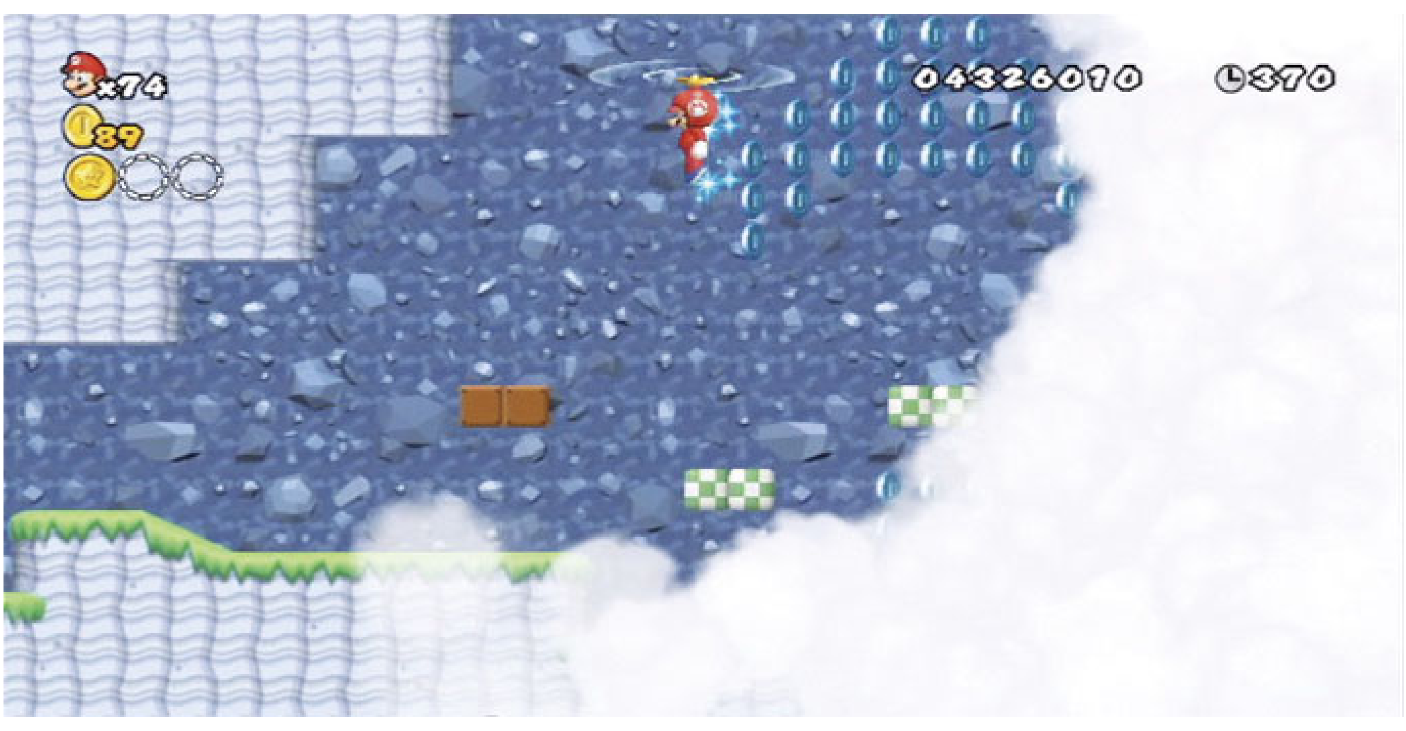
Star Coin



① The first Star Coin is sitting in plain view—temporarily. If you take too long, the Foo will blow a small, dense cloud that will hide it. Luckily, even if the Star Coin is hidden, you can remove the cloud by Spin-Jumping over it. Grab the Star Coin, then use the small yellow platform to cross the small gap.

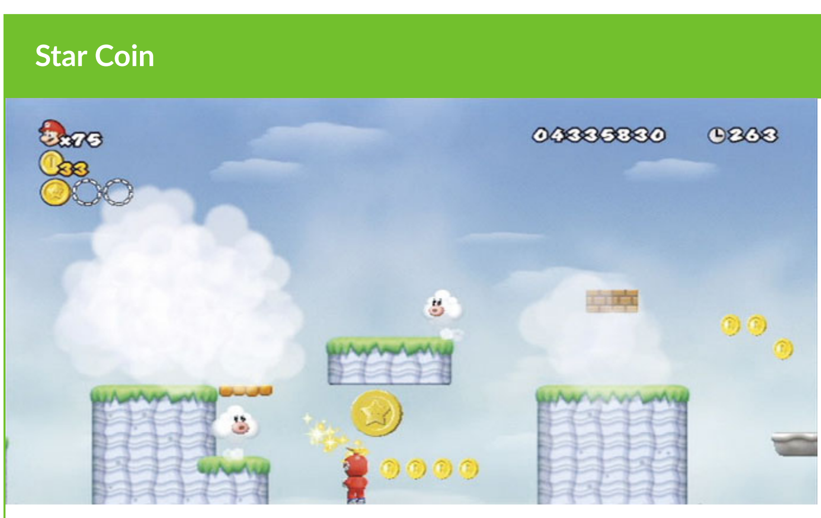


② Use Spin-Jumps or the Propellerhead power-up to clear the clouds beginning at Point 2.

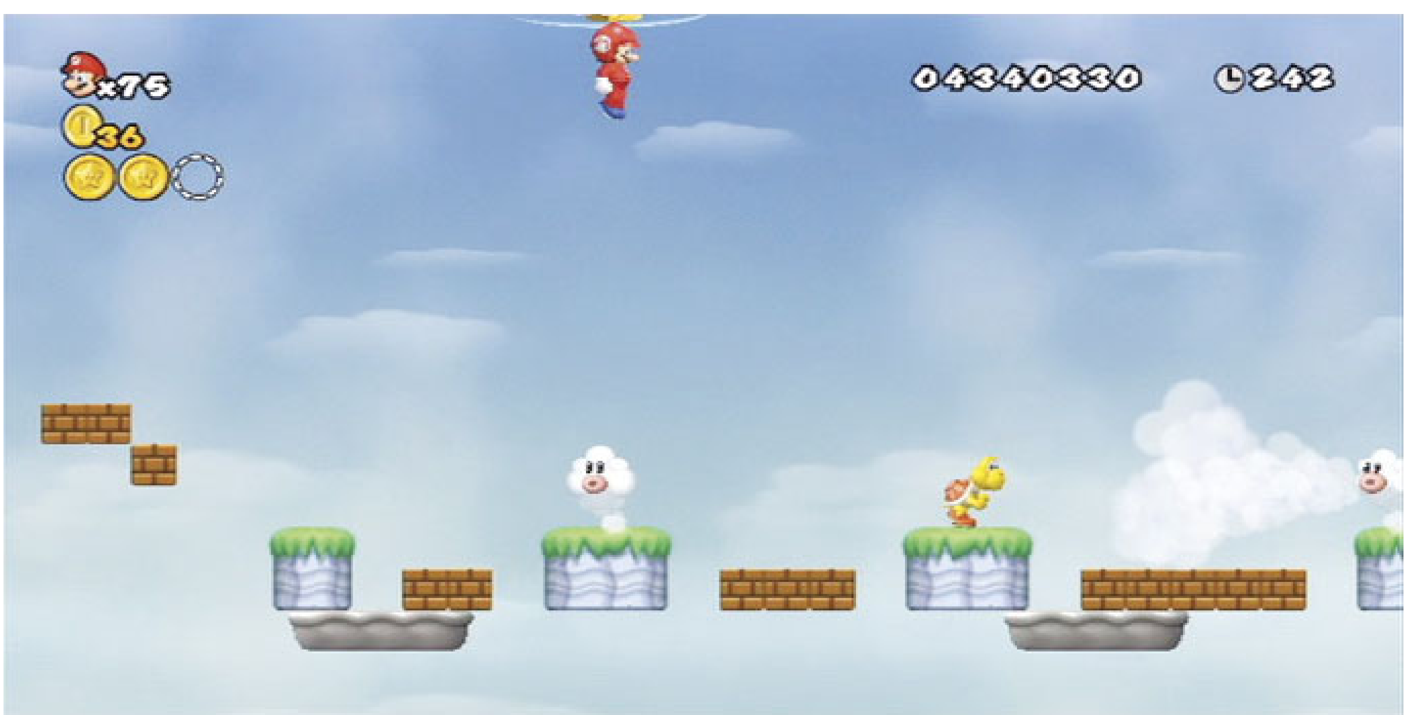


③ Hit the P Switch at Point 2 then use Spin-Jumps across Point 3 to reveal and grab all the blue coins.

Star Coin

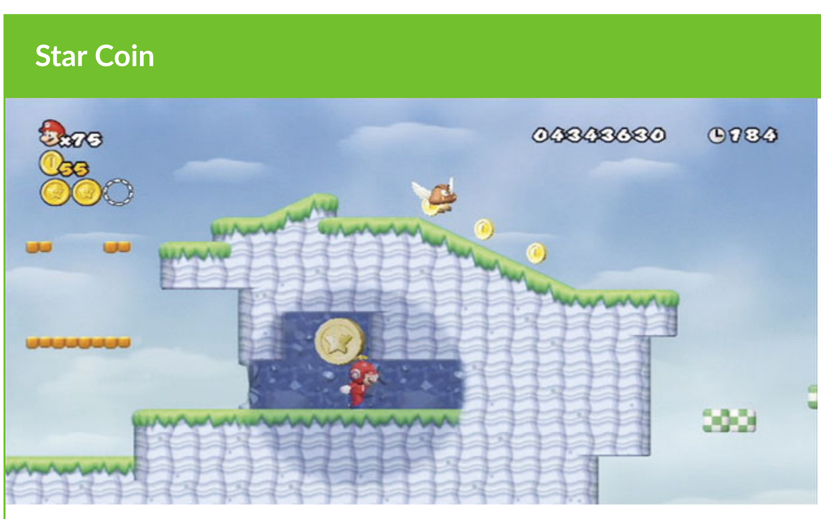


④ Using the Propellerhead power-up, drop down at Point 4, then quickly zoom up to grab the next Star Coin. Or, use the P Switch in the block to the right to turn the coins into Blocks and grab the Star Coin.

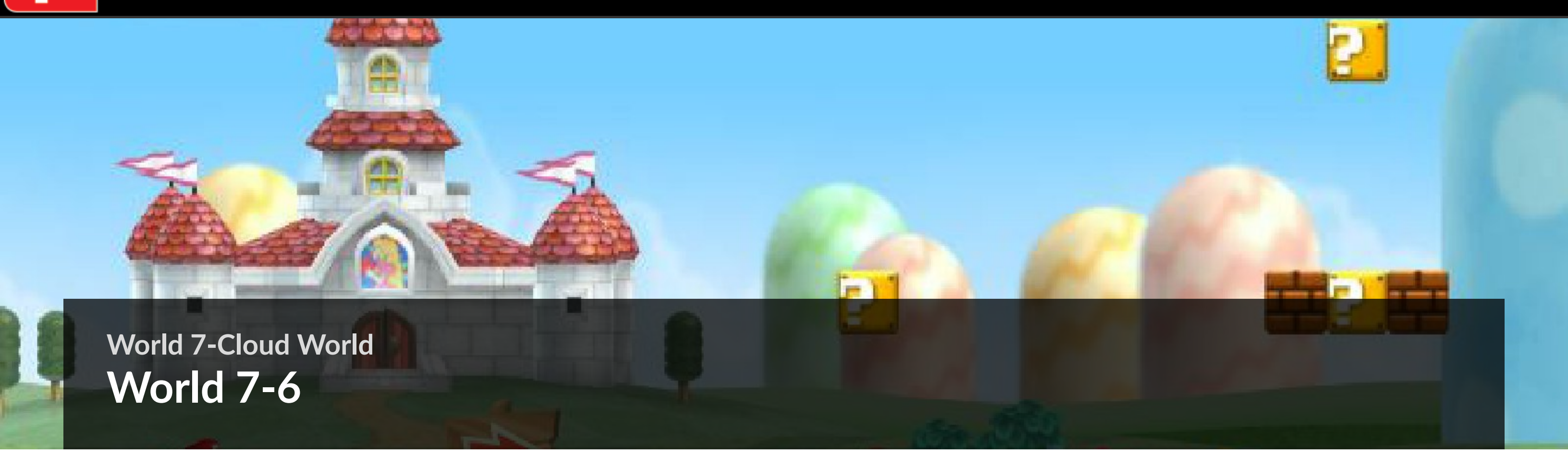


⑤ Hit the P Switch at Point 4 to turn all the coins on the right into Blocks.

Star Coin

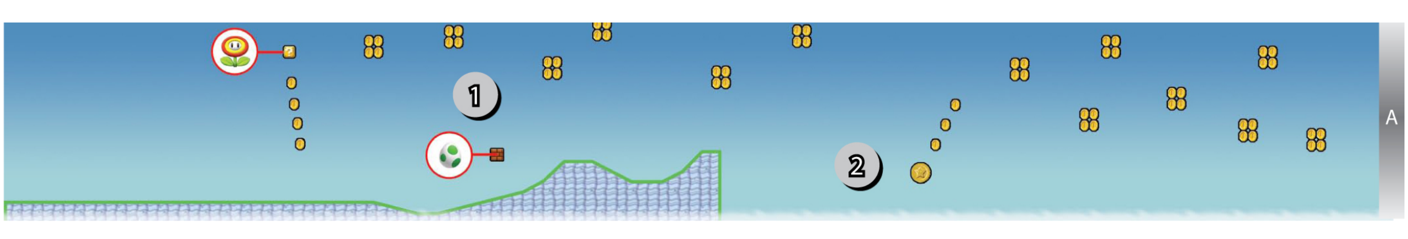


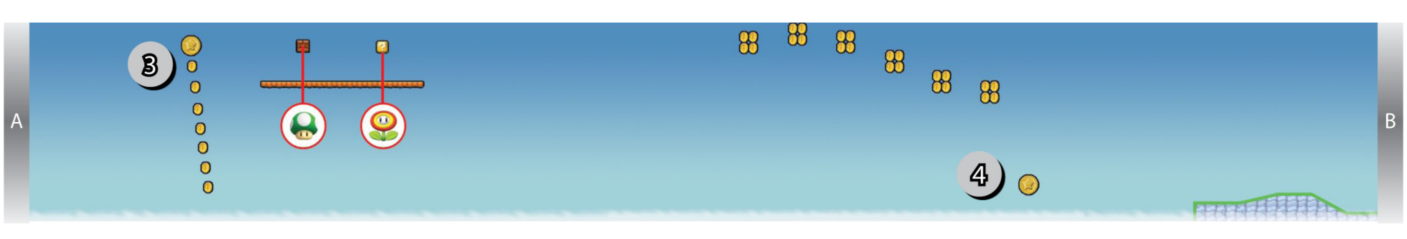
⑥ The final Star Coin is hidden inside a secret niche at Point 6. Remove the Foo covering the entrance and then walk into the wall to find the Star Coin.

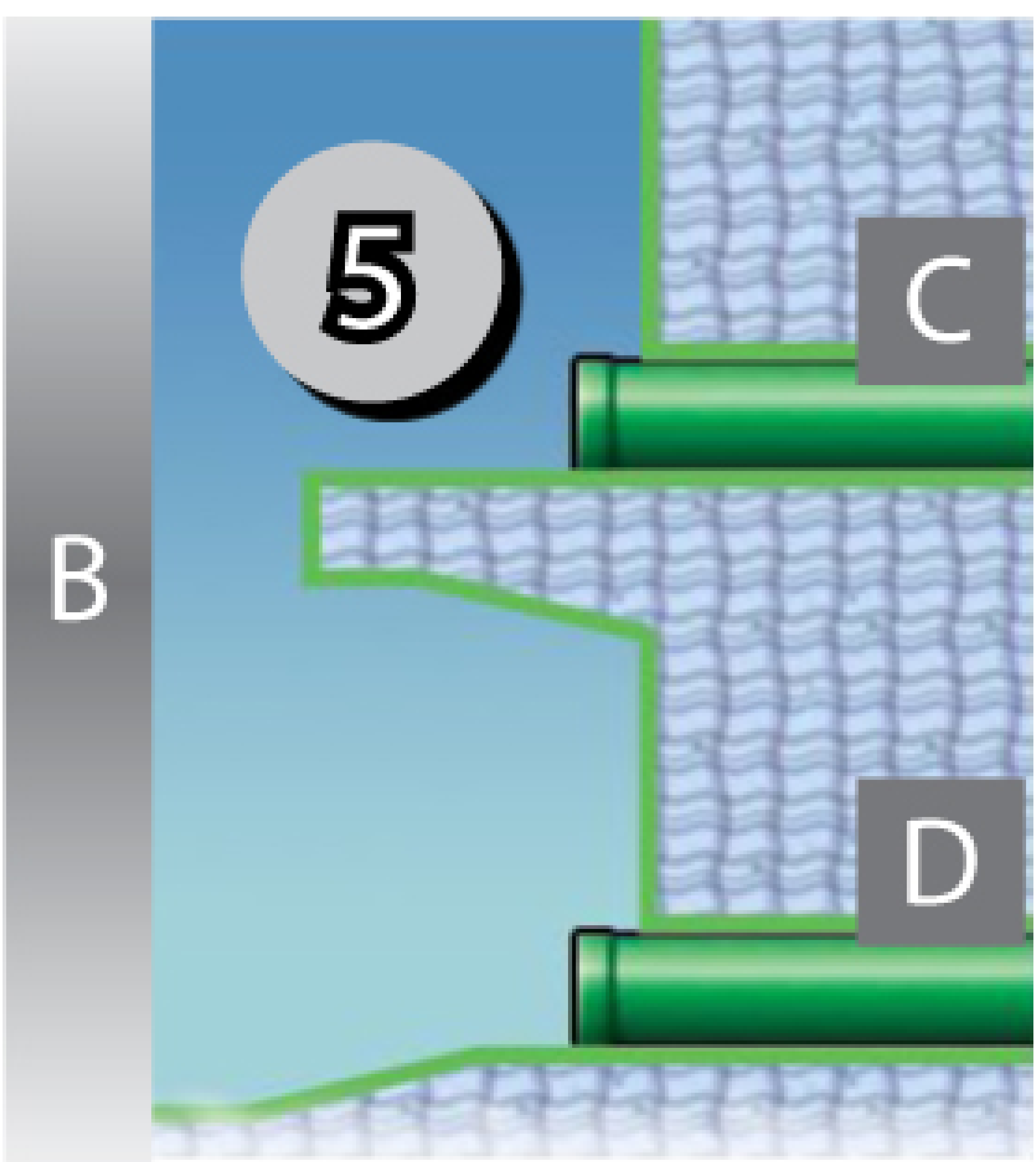


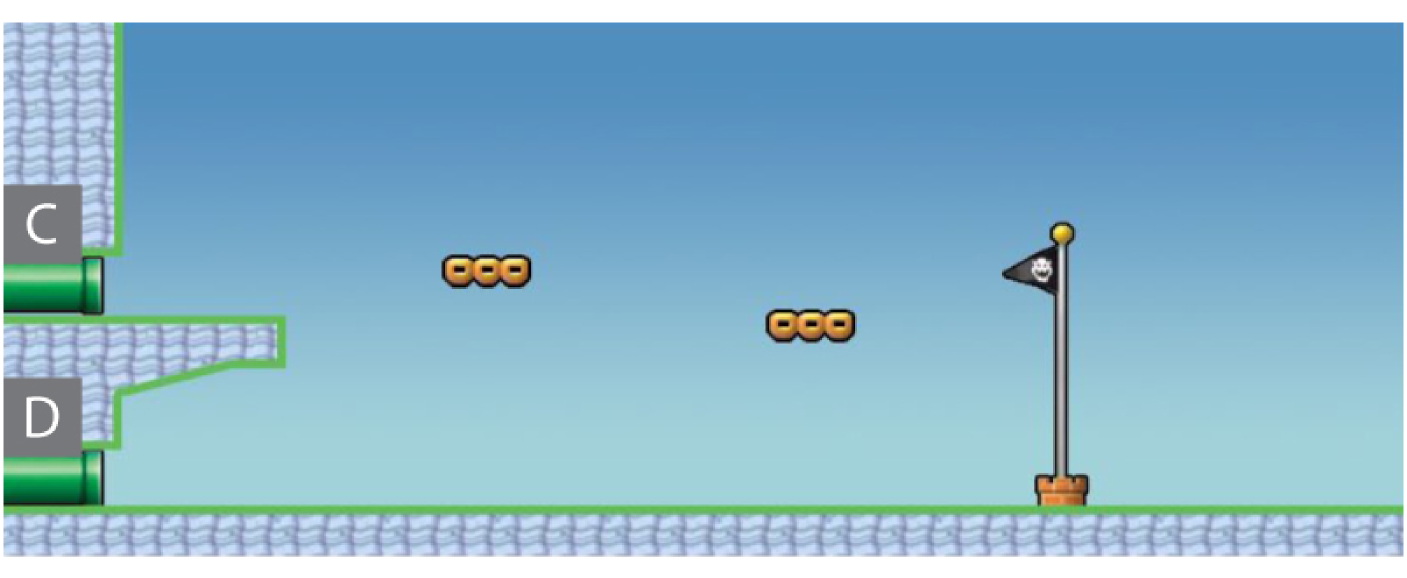
World 7-Cloud World

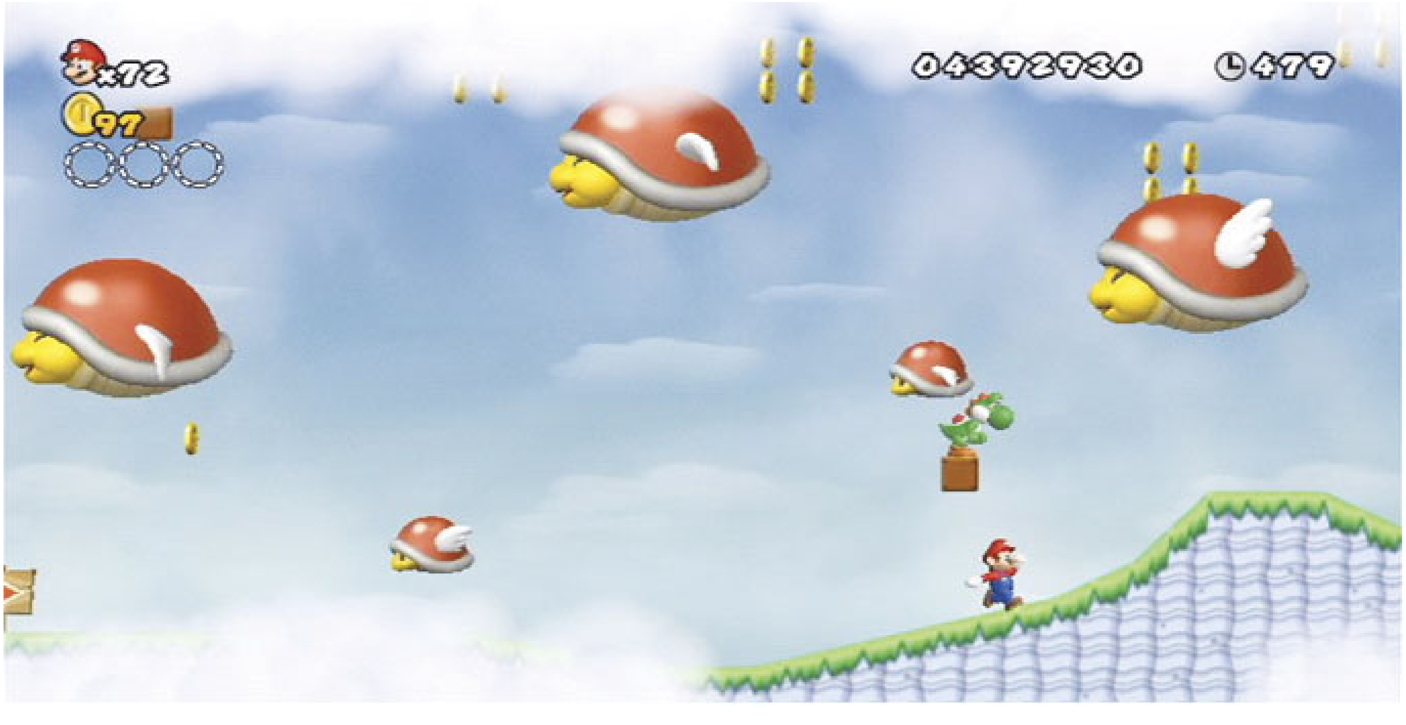
World 7-6









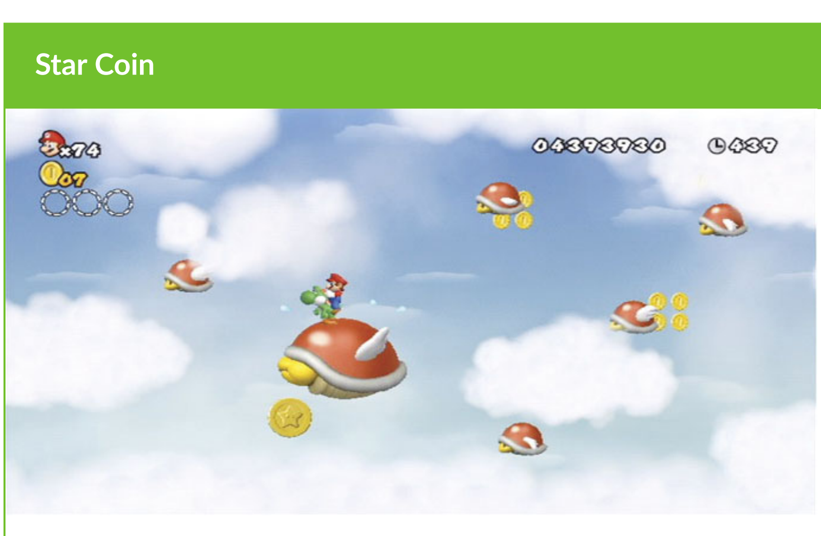


① Hit the Block at Point 1 to find Yoshi! He'll be extremely useful in reaching Para-Beetles that are hard to reach. Use Yoshi's flutter jump to get an extra bit of oomph to your jumps.

Tip

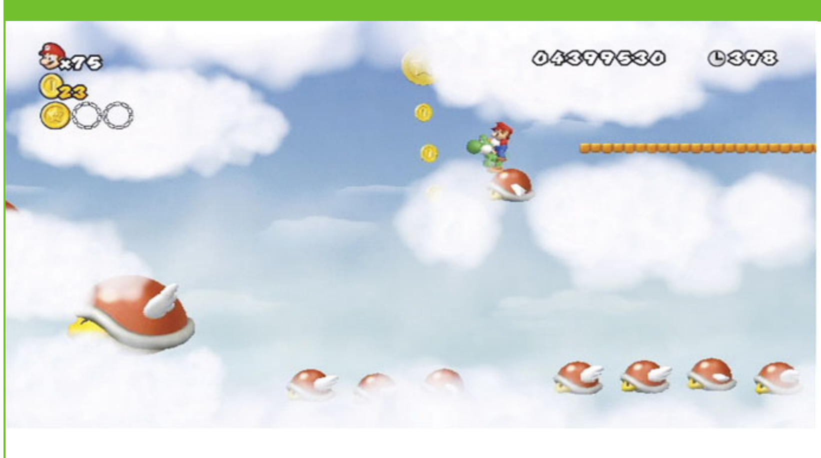
The Heavy Para-Beetles will drop when you stand on them, while the small ones will carry you upward.

Star Coin



② Stand on the Heavy Para-Beetle at Point 2 to lower it and grab the first Star Coin!

Star Coin

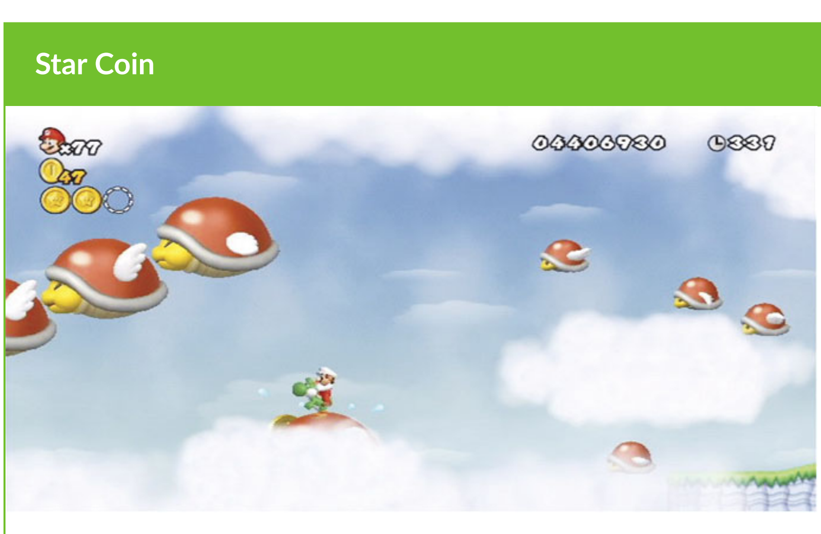


③ At Point 3, stand on the fourth Para-Beetle that is flying in a row, and ride it all the way up to a Star Coin hidden inside the cloud.

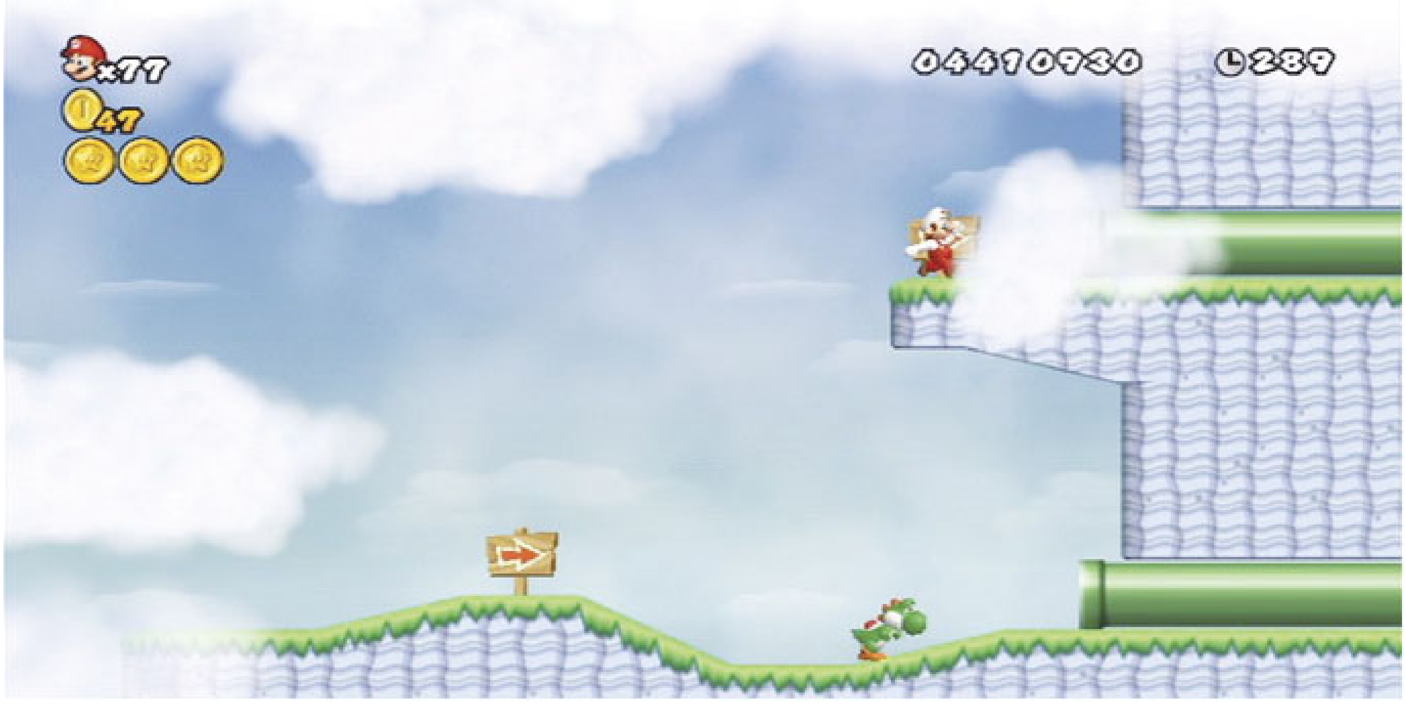
Tip

If you safely jump across eight Para-Beetles, you'll get a free 1-Up Mushroom!

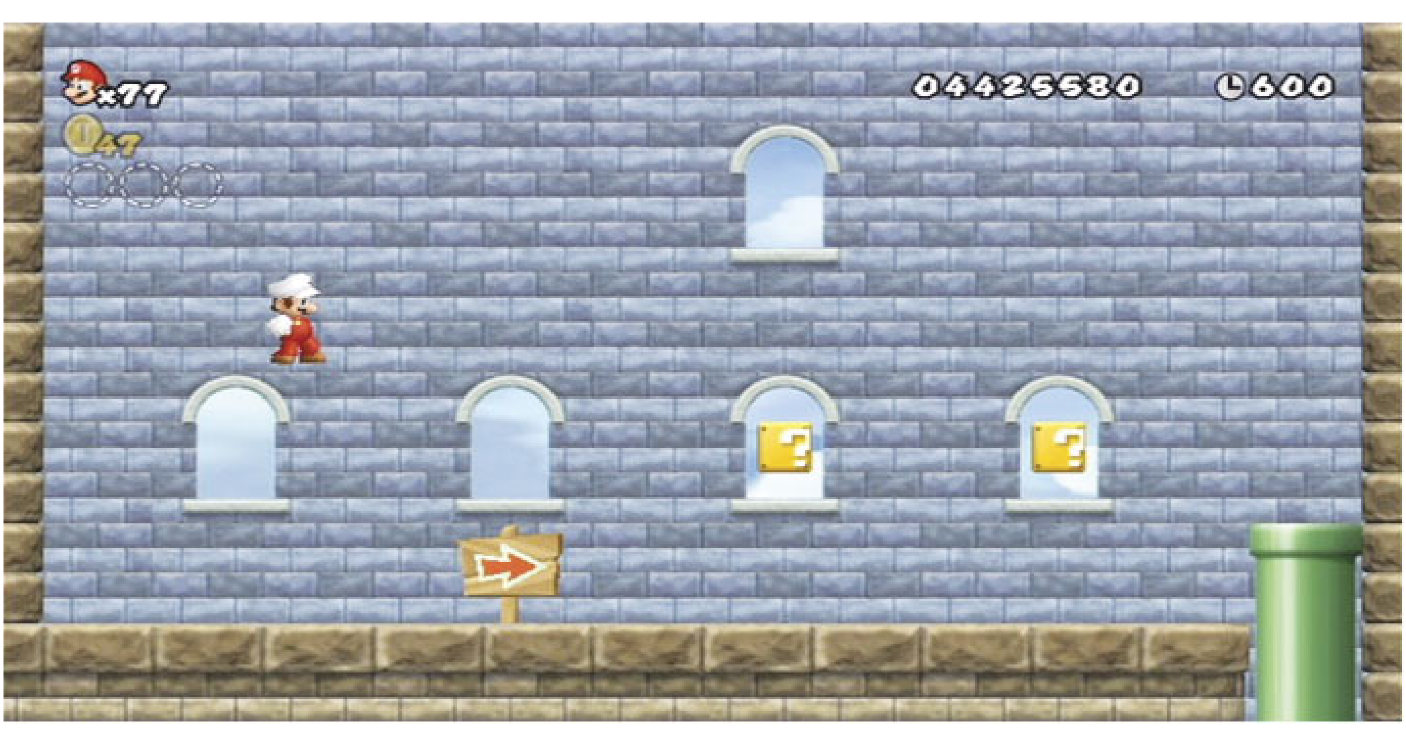
Star Coin

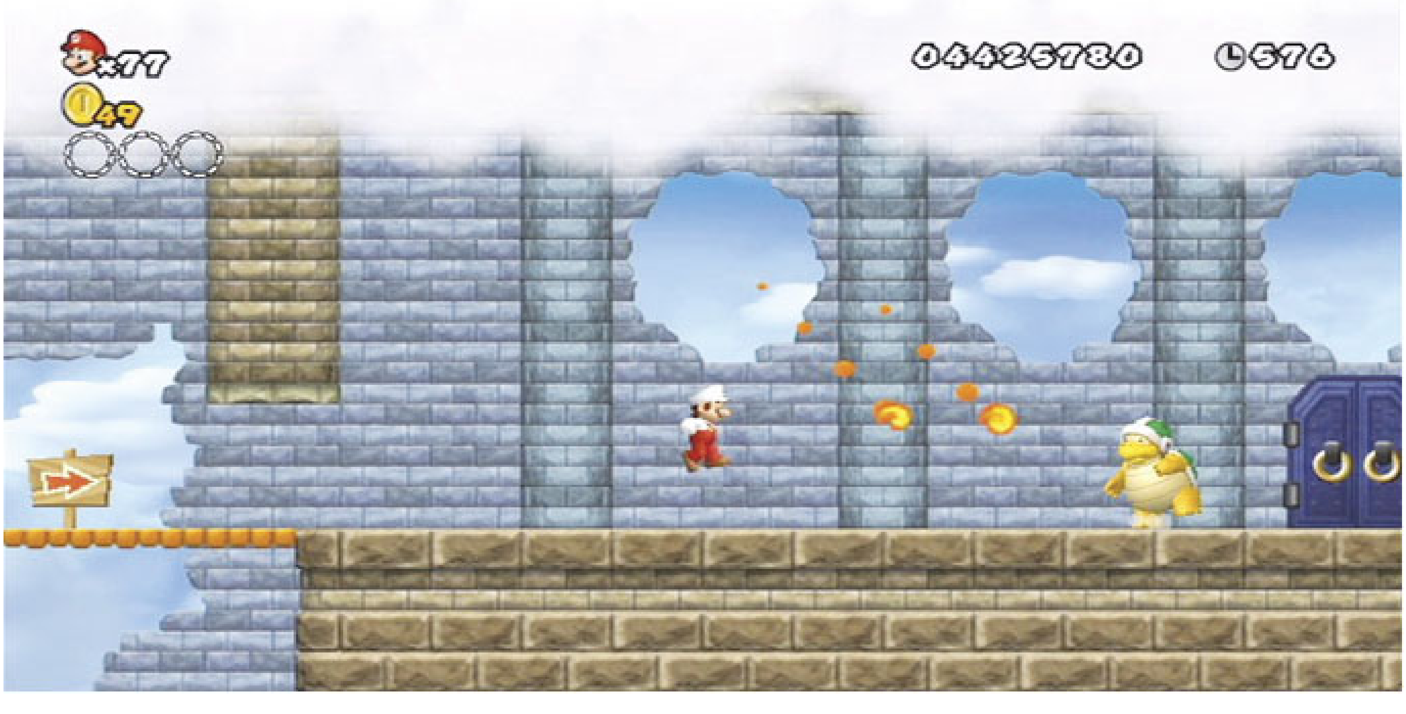


④ Quickly jump across the long row of Heavy Para-Beetles until you reach the last one. Stand on it to lower it just enough to grab the final Star Coin.



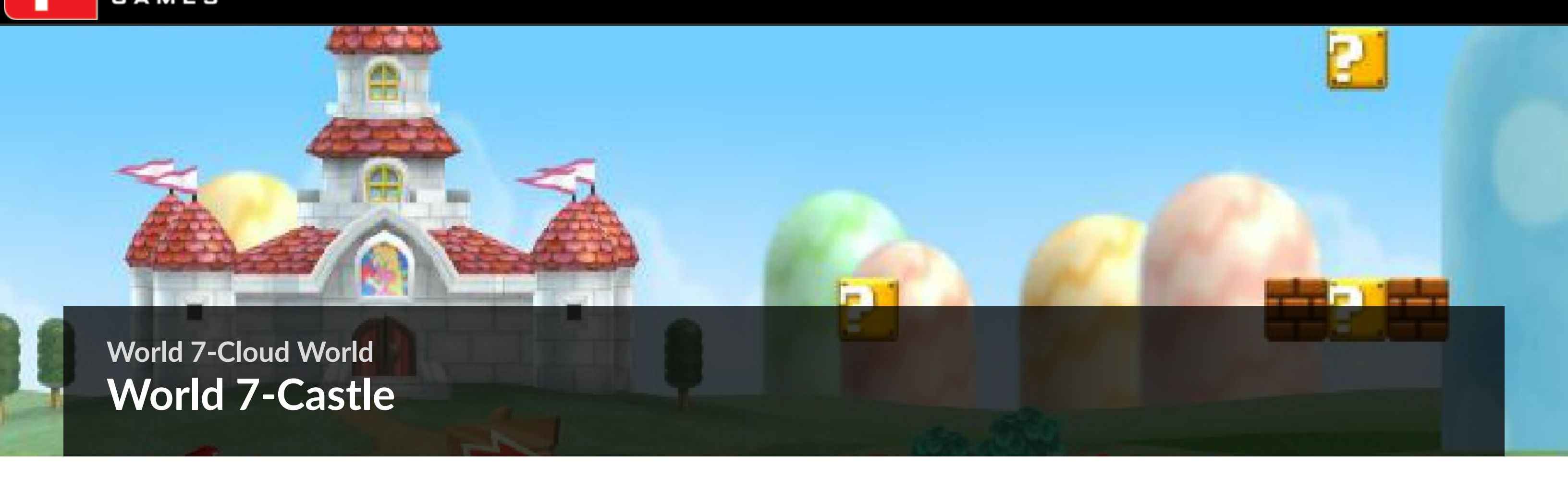
⑤ Flutter-jump onto the ledge at Point 5 to reach the top pipe. When you go through, you'll get a better angle on the goal pole to beat the level!





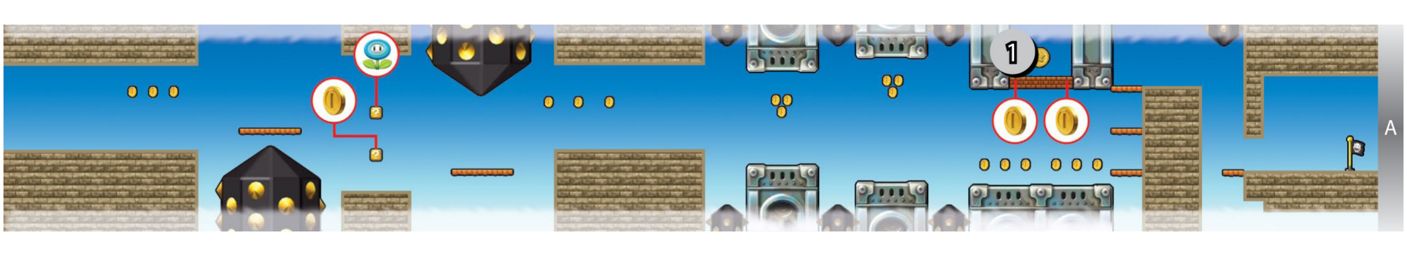
Tip

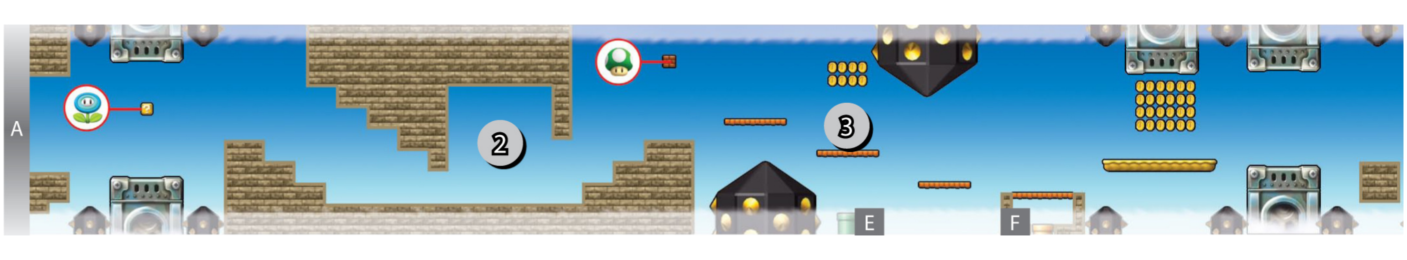
By beating this level, you gain access to a Toad House and a secret entrance to the World 7-Castle! If you take the secret entrance to the castle, instead of starting at the beginning, you'll drop down directly in front of the doors leading to Ludwig!

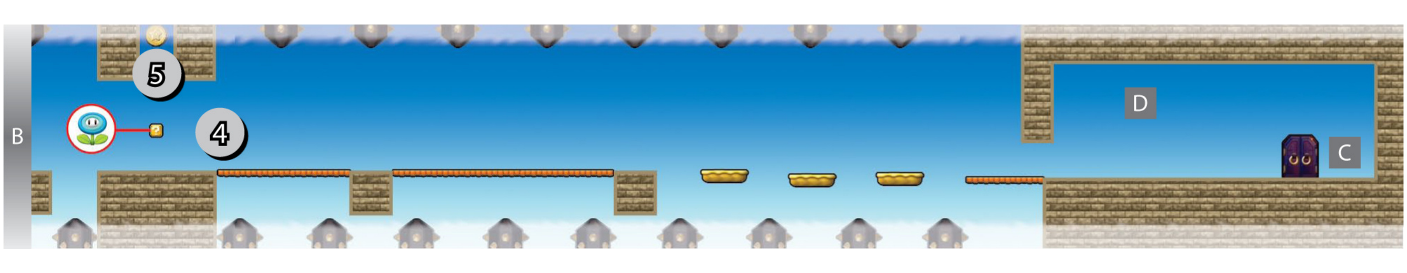


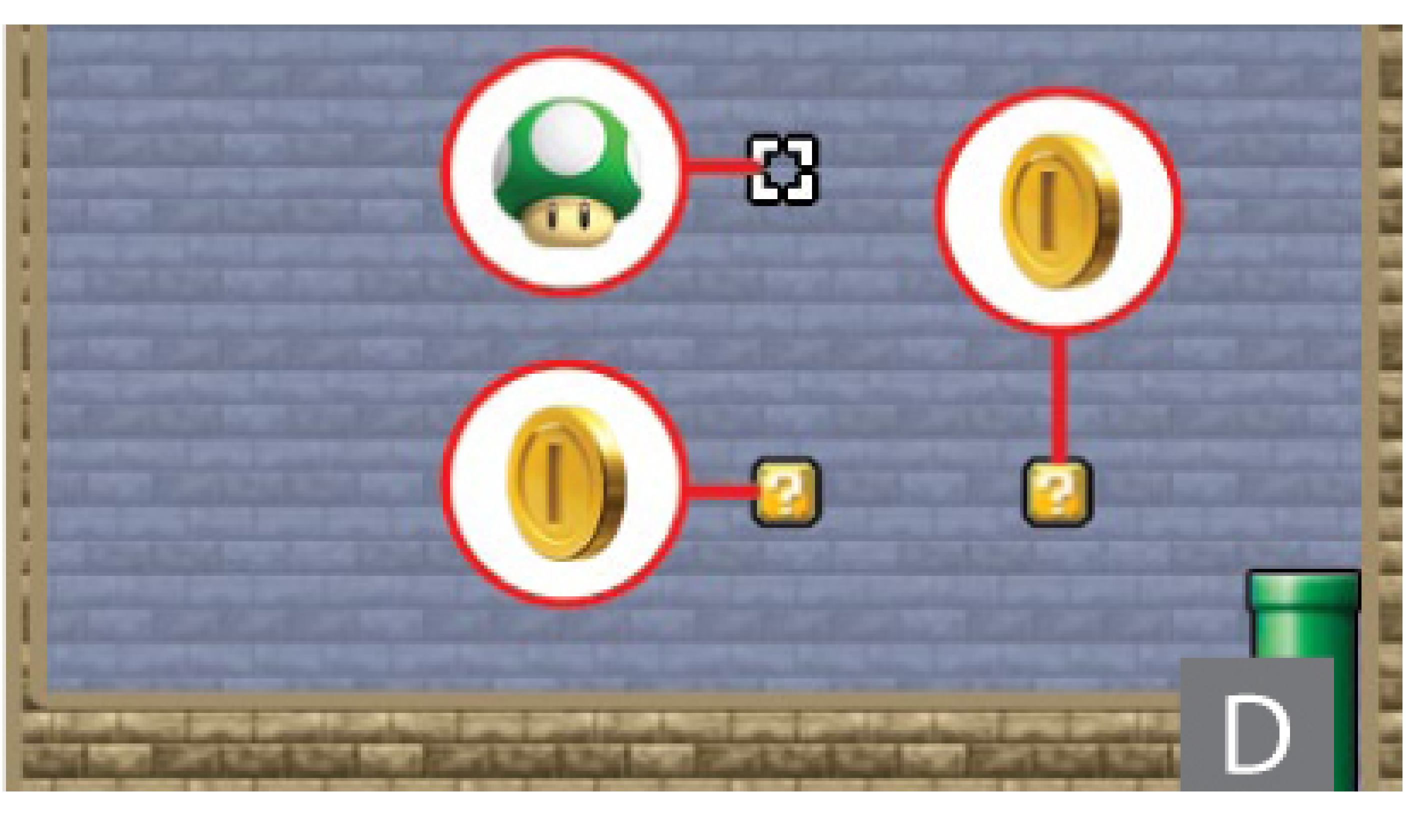
World 7-Cloud World

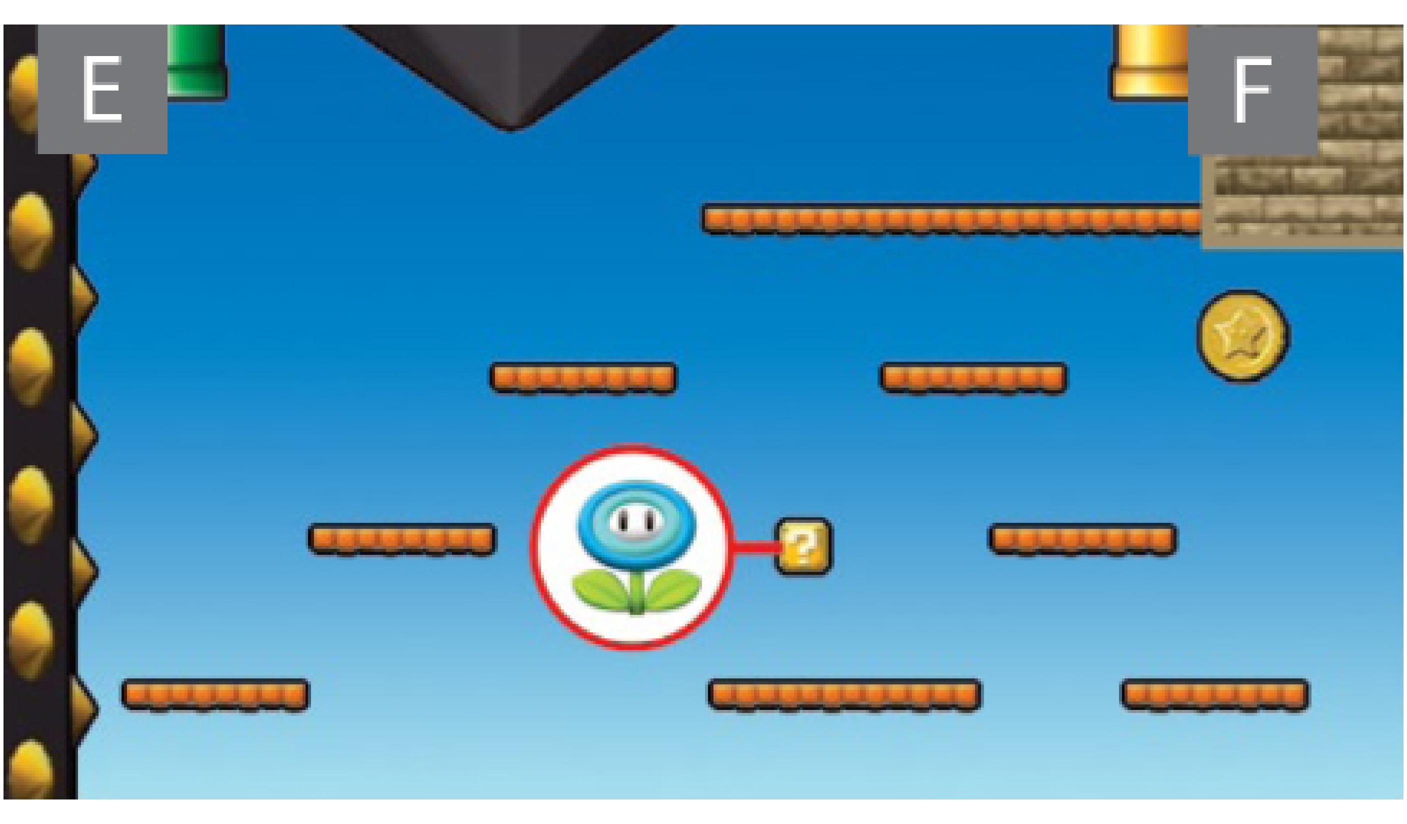
World 7-Castle



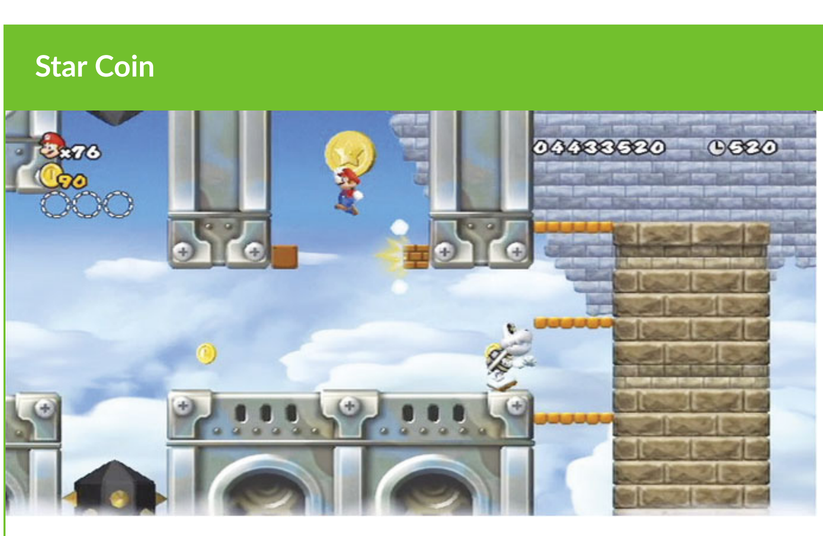




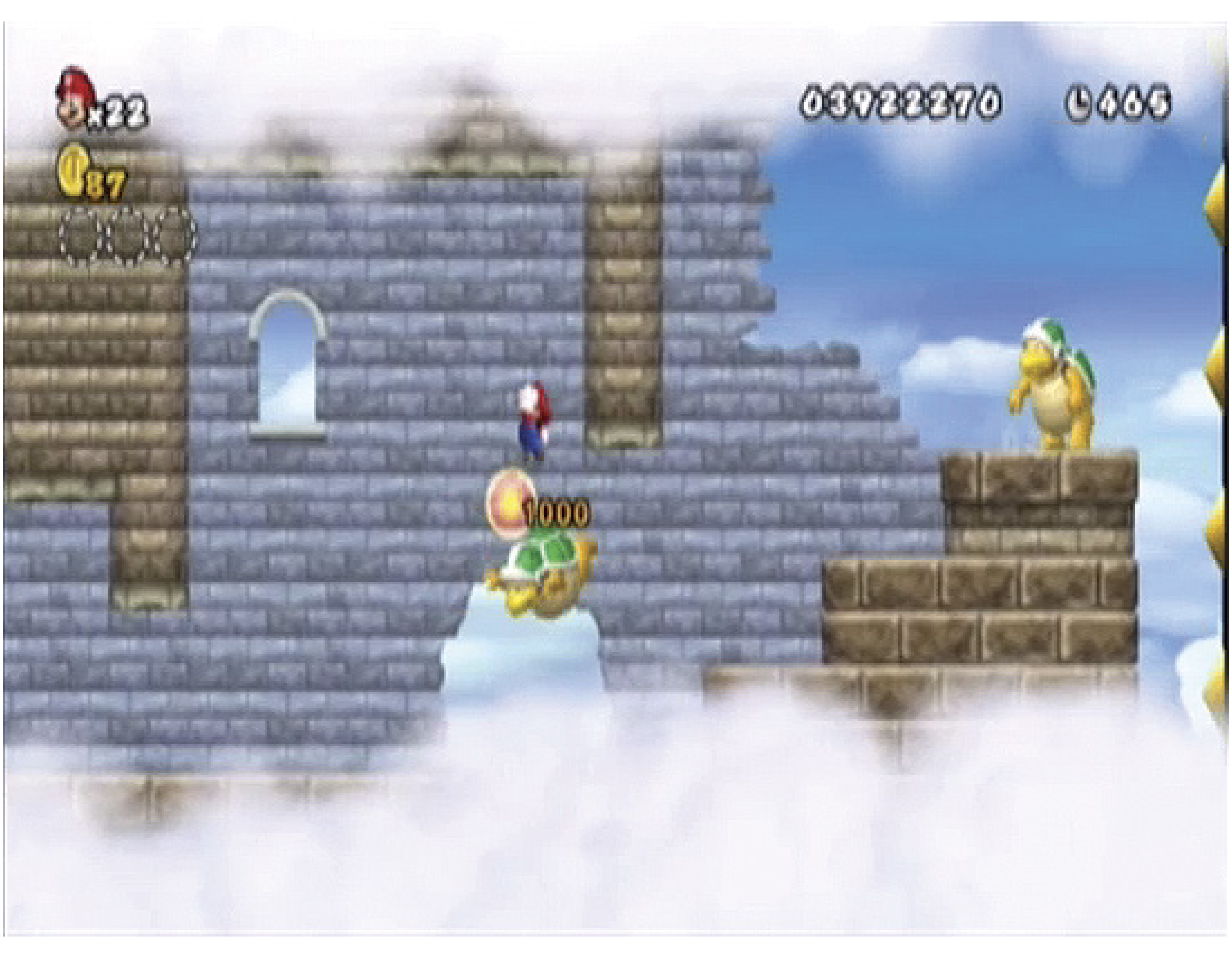




Star Coin

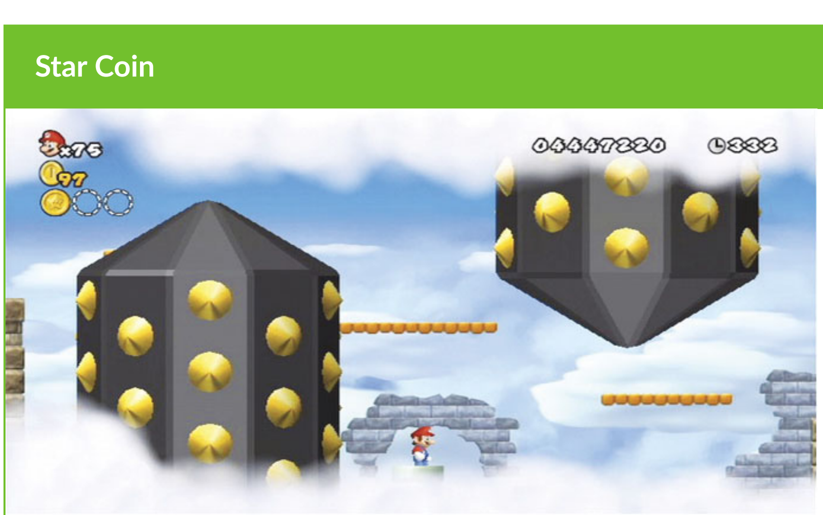


① At Point 1, break the Blocks under the Star Coin. Bounce off the Big Dry Bones's head to reach it.

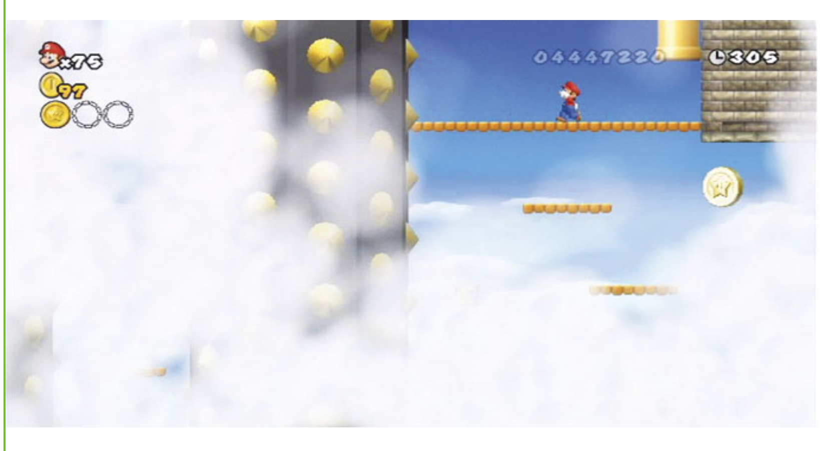


② Time your jumps carefully to eliminate the Sumo Bros. at Point 2. If you're standing on the ground while they execute their Ground-Pound attack, you'll be stunned long enough to take a blow from one of their hammers to your head!

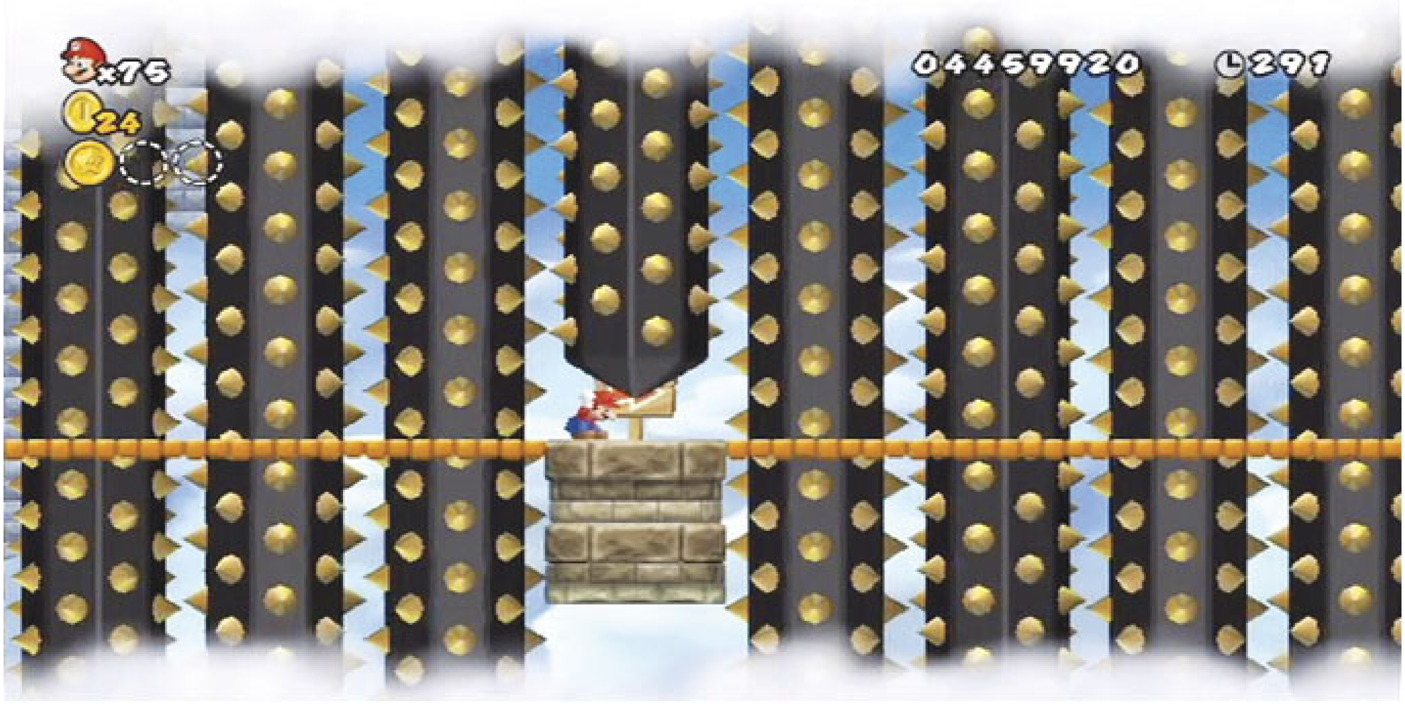
Star Coin



③ To grab the next Star Coin, go down the pipe at Point 3 to find a room entirely shrouded in dense clouds. Watch the clouds carefully. You'll be able to see two large, spiked pistons firing. Jump in between them.

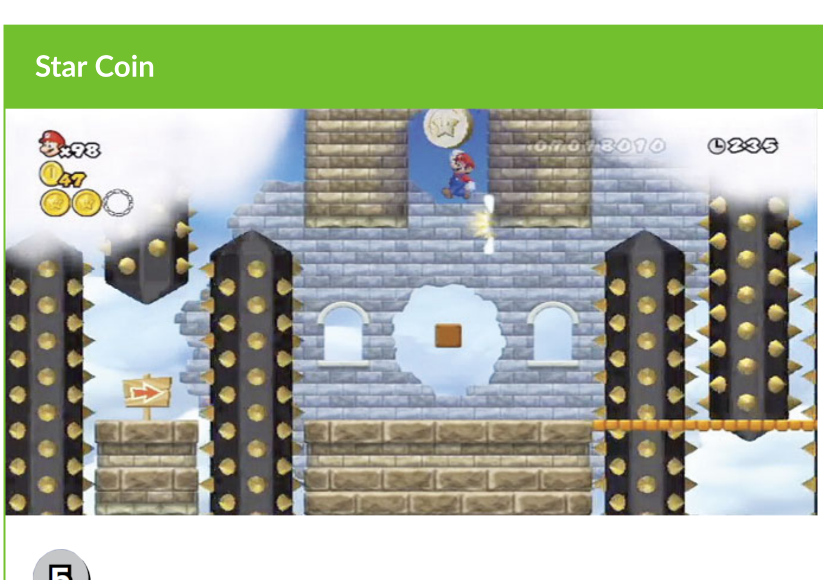


Use Spin-Jumps to clear the clouds and grab the Star Coin near the top-right corner of the room.



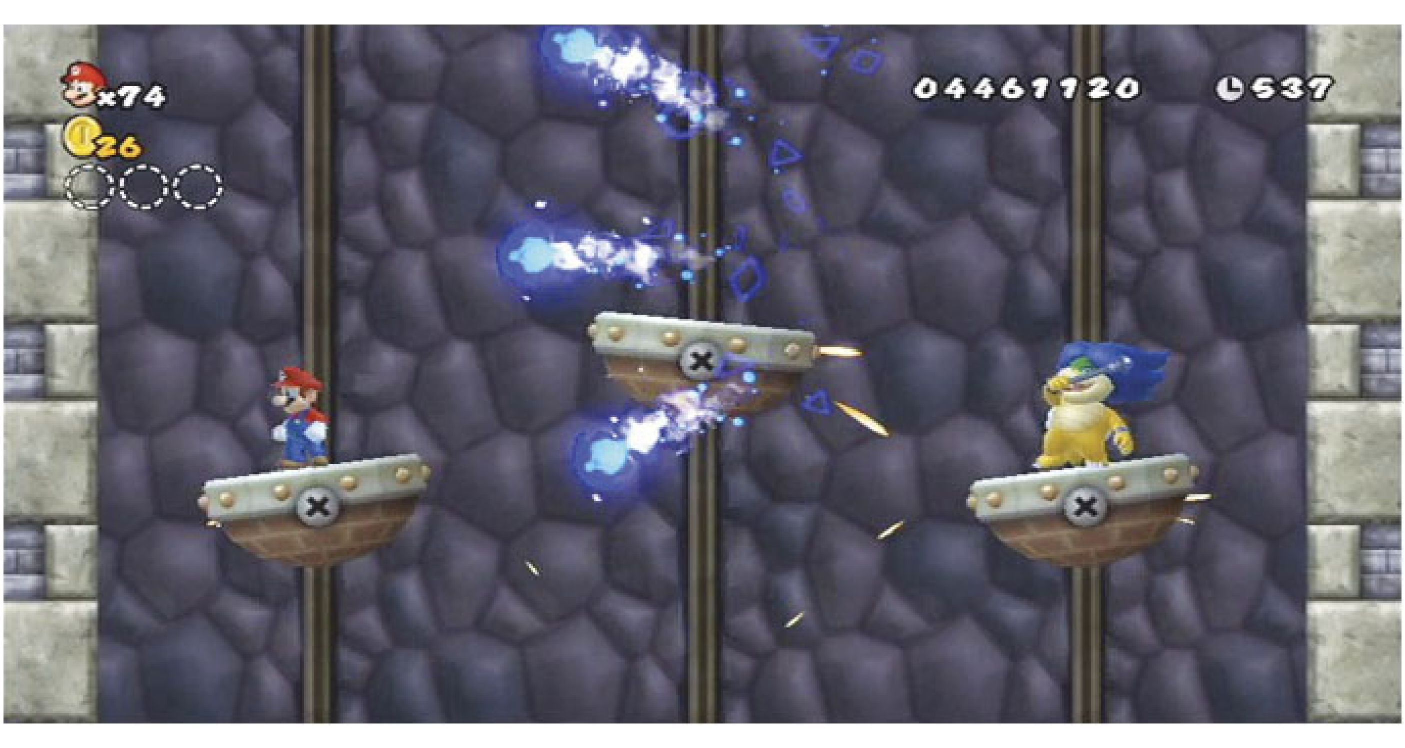
④ Dash across the walkways beginning at Point 4 and stop near the arrow markers to duck under the spiked pistons as they fall. As soon as they begin to move away, dash to the right again to the next arrow marker.

Star Coin

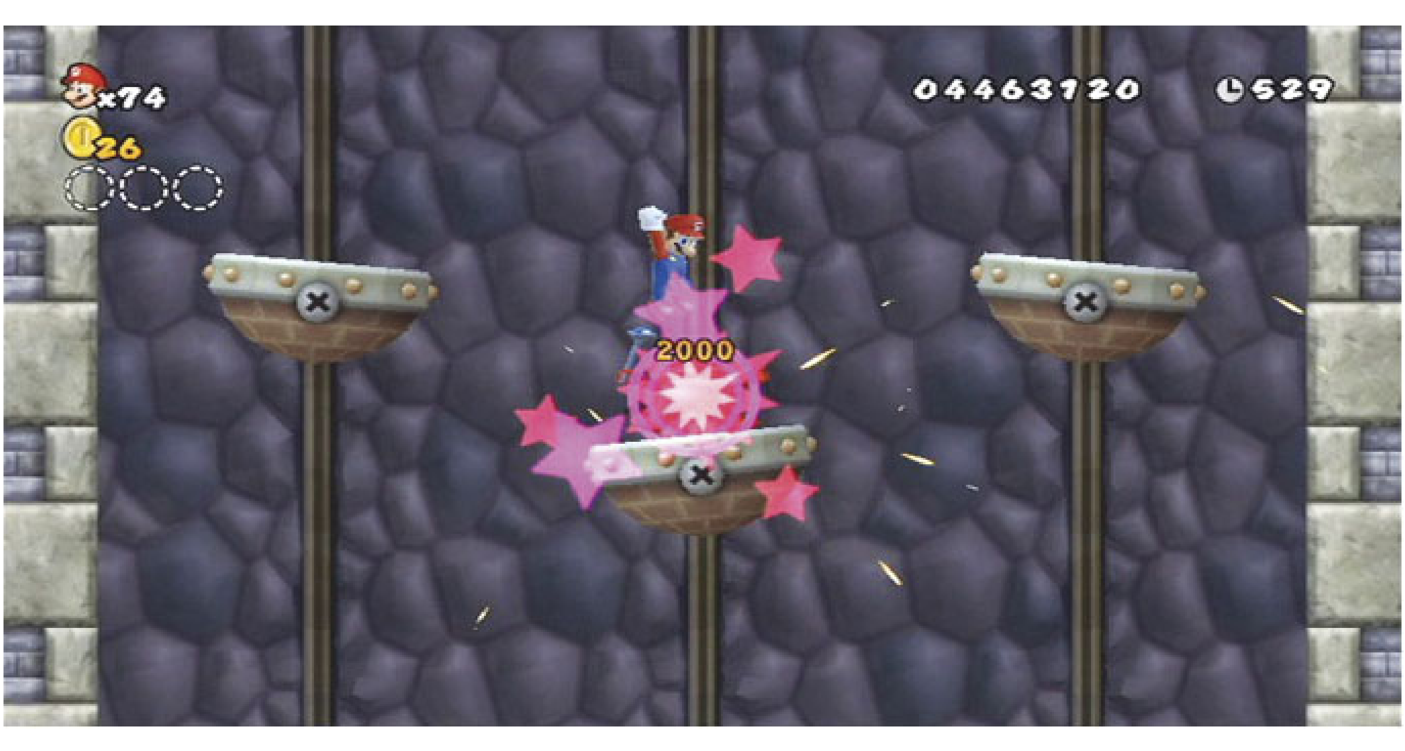


⑤ Jump onto the block at Point 5, then Wall-Jump off the small gap above you into a secret area with the last Star Coin!

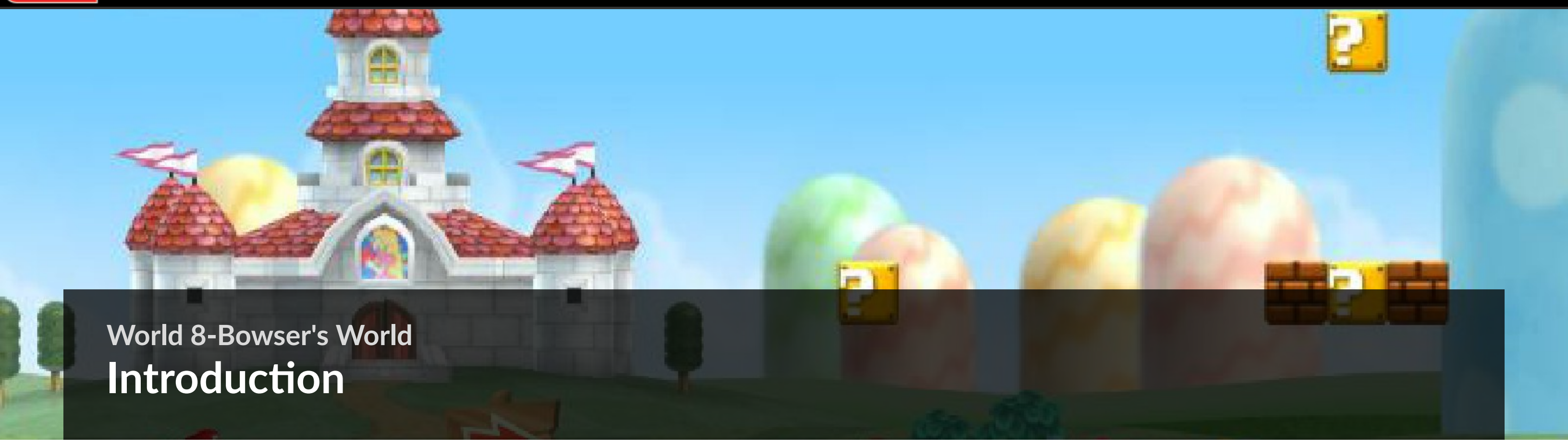
Boss Battle



This battle against Ludwig Von Koopa takes place on three platforms that rise and fall. As the platforms rise and fall, Ludwig will blast you with multiple magic projectiles from his wand and flutter-jump over your head to make it nearly impossible for you to see him or hit him! Dodge his projectiles as he flutter-jumps, then bait him to come down on the platform where you're standing.



Just as he's about to come back down, jump onto the platform next to you, then bounce on Ludwig's head! He'll retreat into his shell and bounce back and forth on his platform, so jump away until he pops back out of his shell. Hit him two more times on his hairdo and beat the bothersome Koopaling!



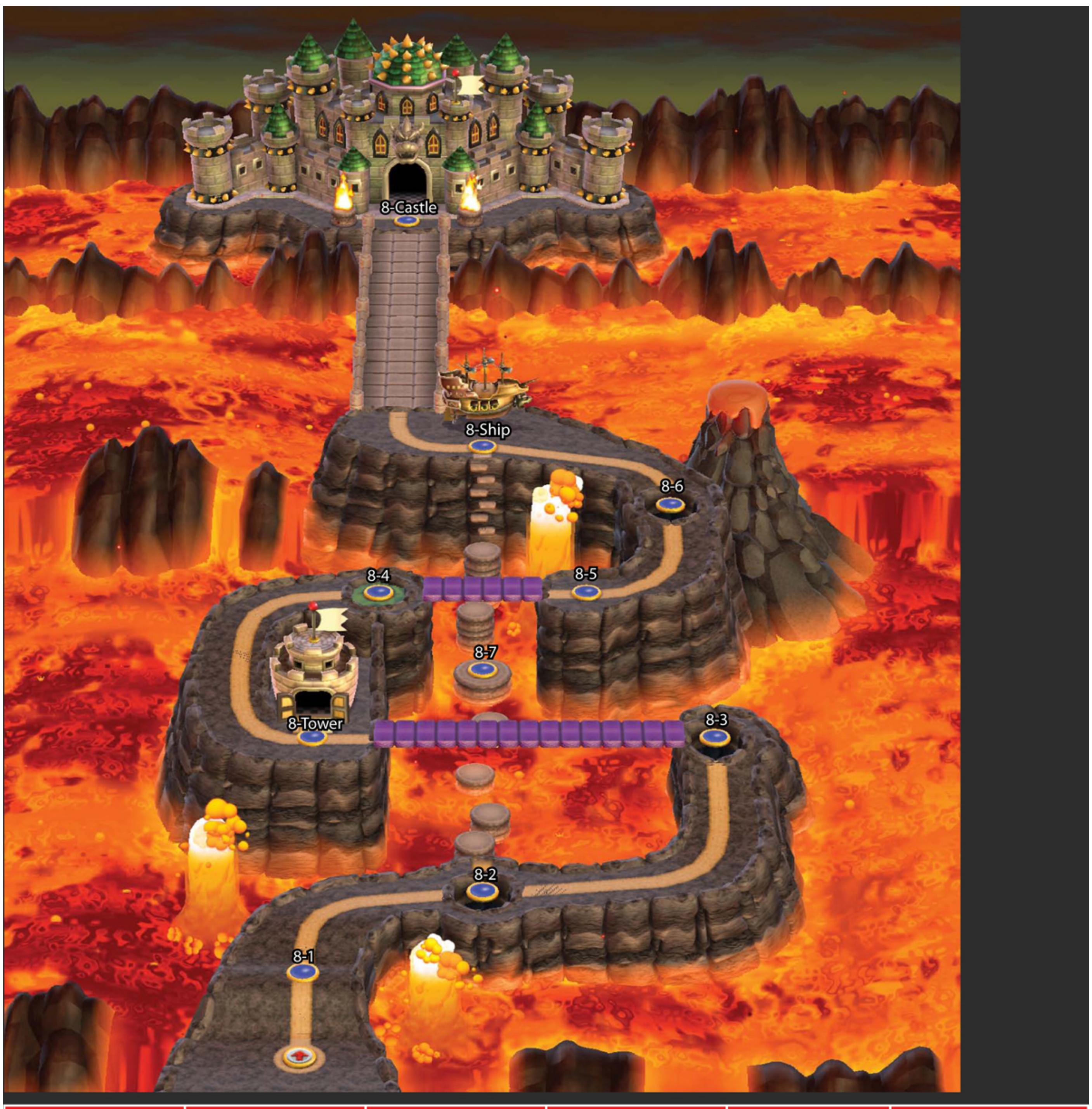
World 8-Bowser's World

Introduction

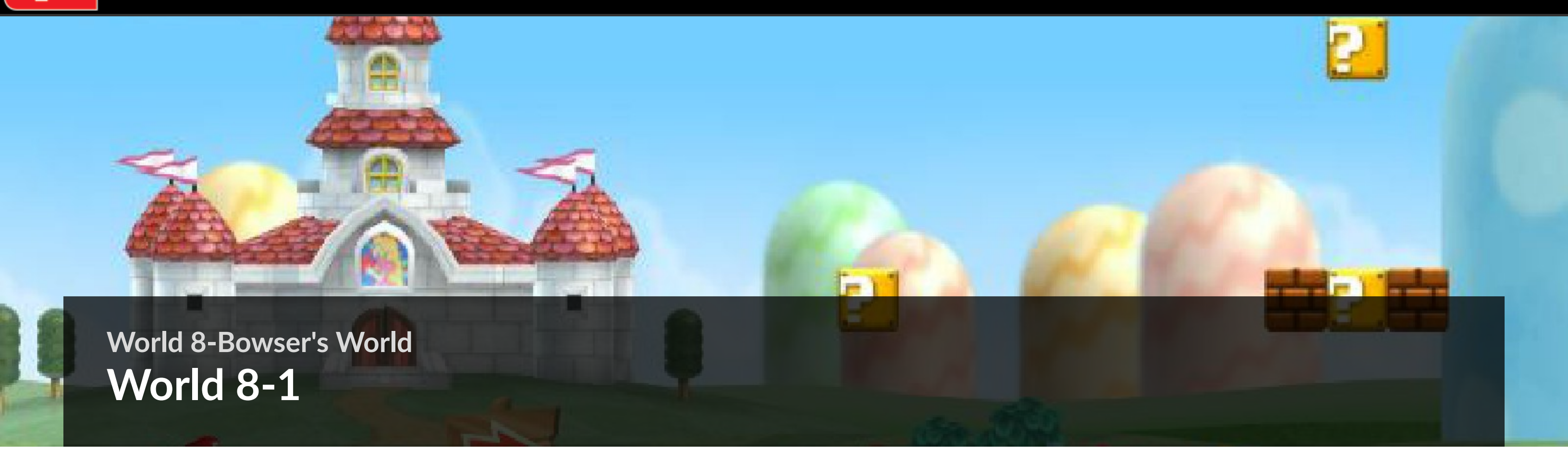
World 8-Bowser's World

This is Bowser's domain! You won't find pretty flowers, flowing rivers, or picturesque landscapes here. Instead, you'll find lava rocks, lava streams, and volcanos!

The enemies in this world range from piddly Buzzy Beetles to dangerous lava Flame Chomps! And of course, the master himself, Bowser!

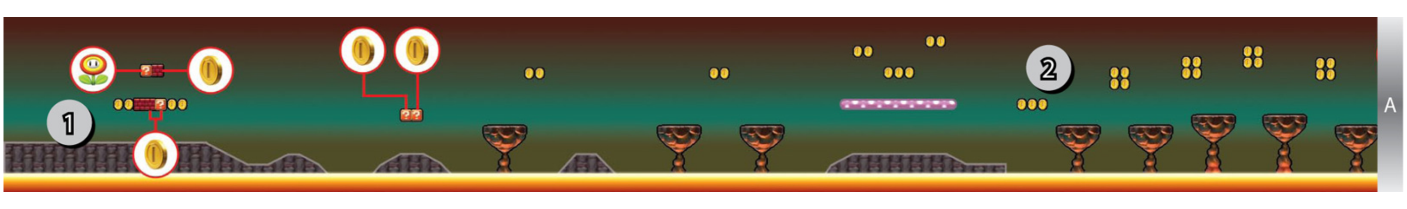


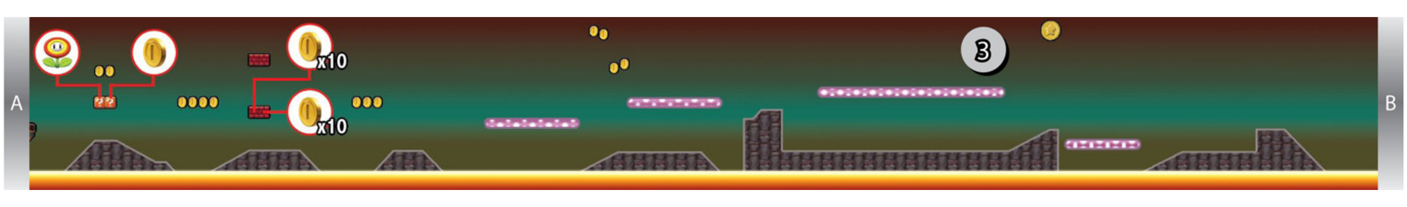
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
10	0	0	1	None	Magikoopa, Bowser Jr., Bowser

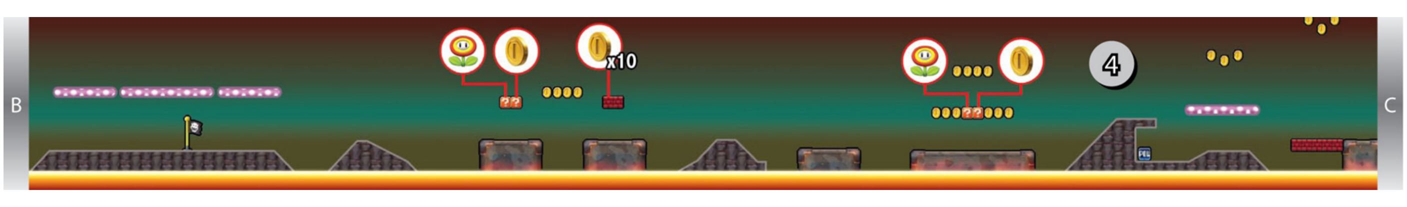


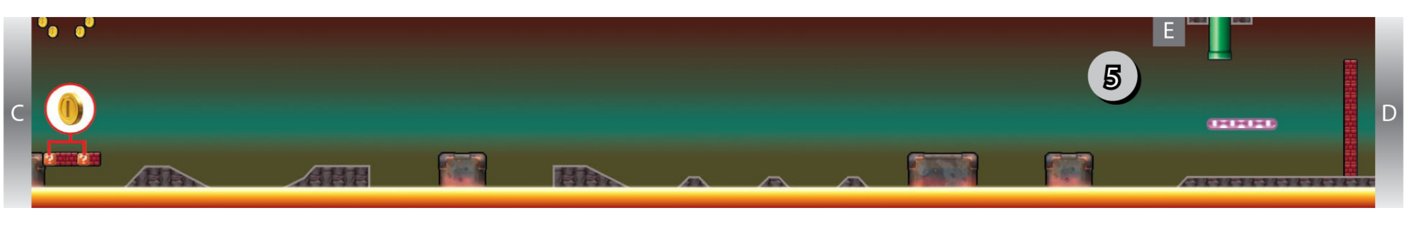
World 8-Bowser's World

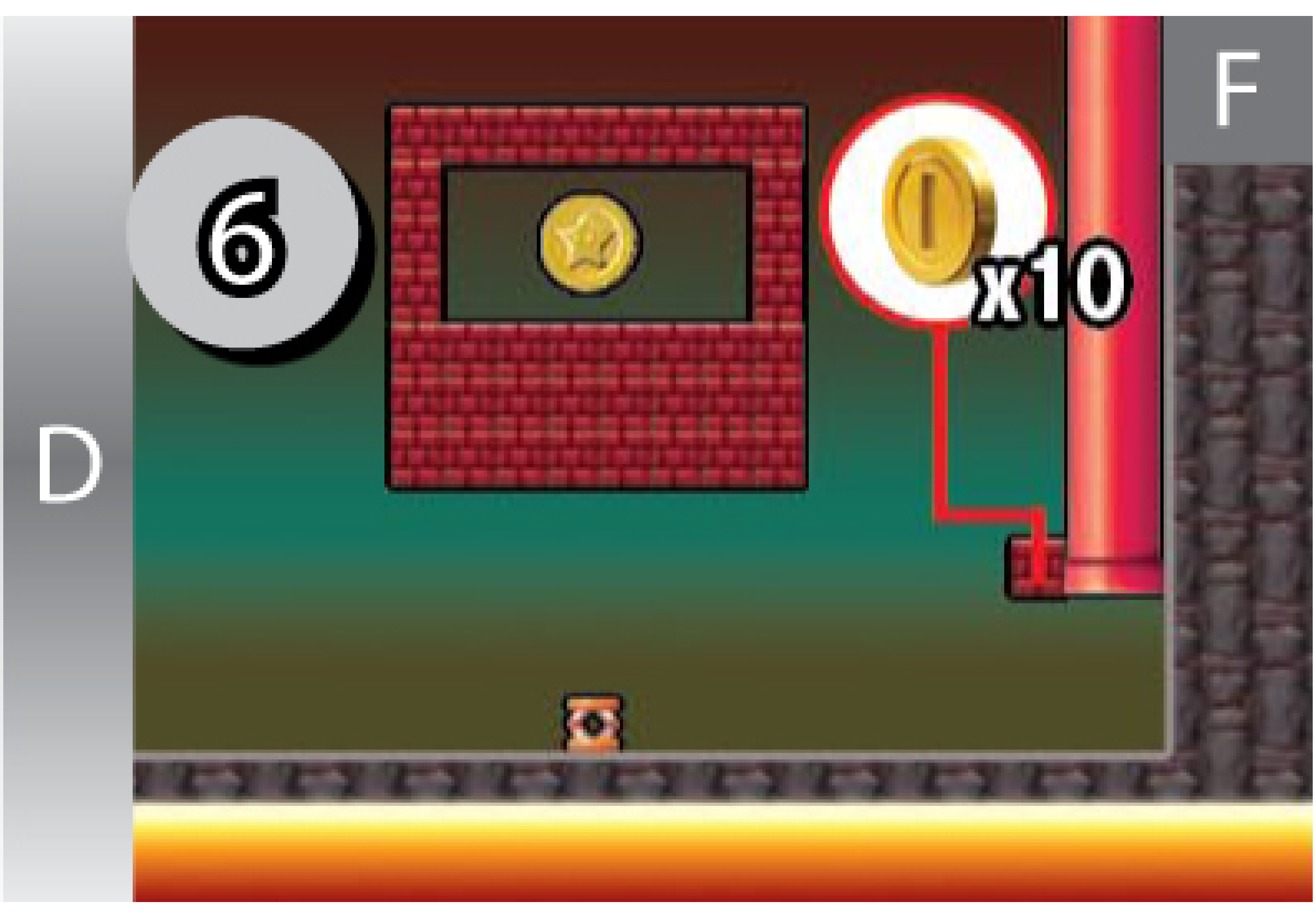
World 8-1

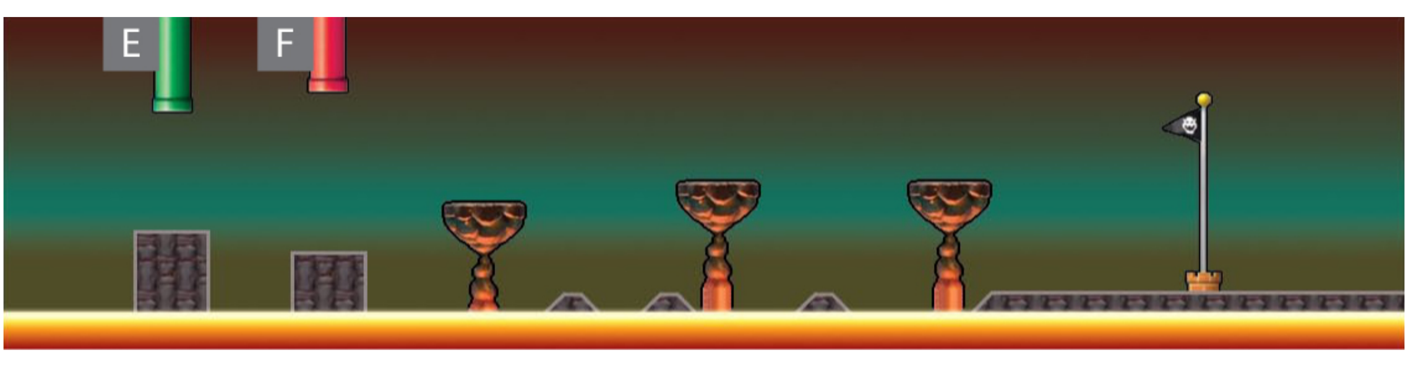




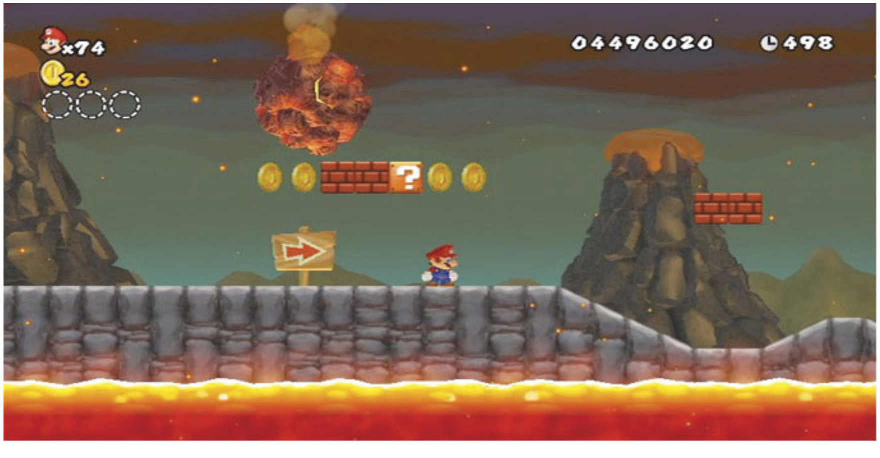






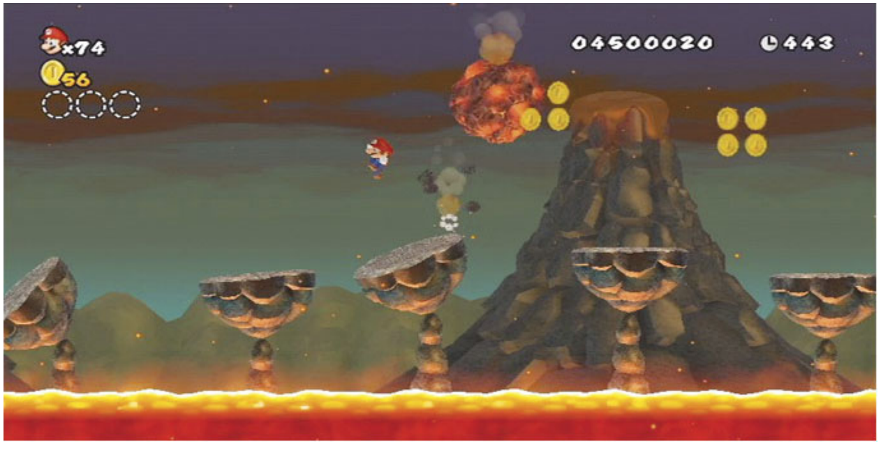


Please click to enlarge



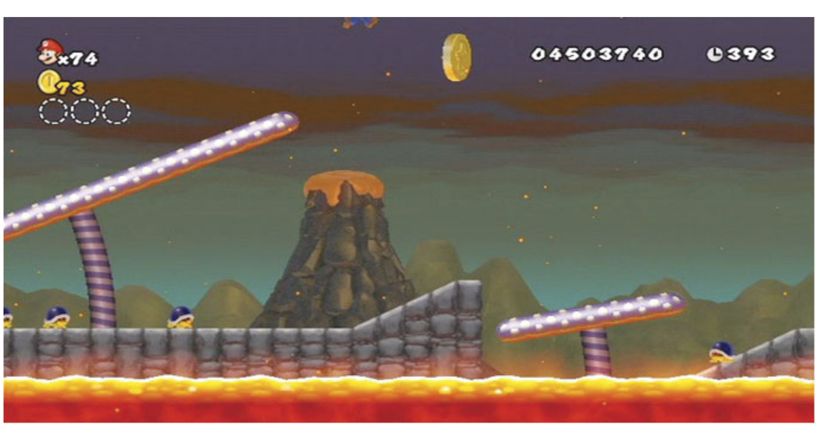
① The volcano in the distance is erupting, sending tons of hardened lava rocks all over the place. Watch out for danger from above as you progress through this level; you never know when a lava rock may come crashing down on you!

Please click to enlarge


x74
56
04500020
443

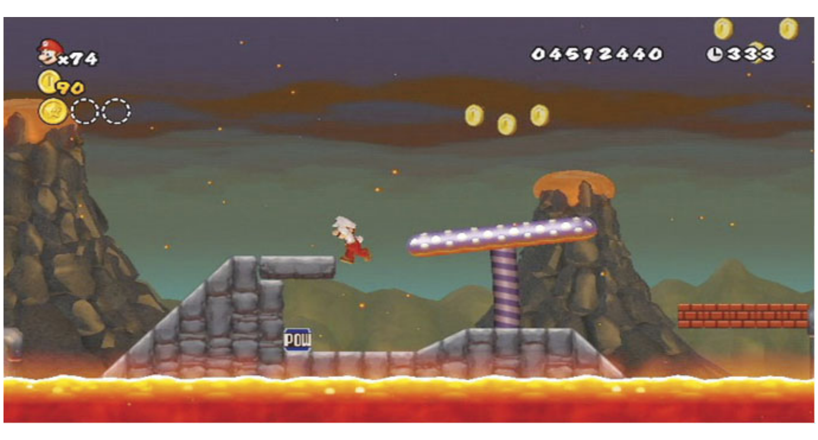
② The half-circle rocks are precariously balanced on thin rocks. If you stand near either side, the rocks will give way and begin to topple in your direction. Remember this as you're jumping across them to avoid falling into the lava.

Star Coin

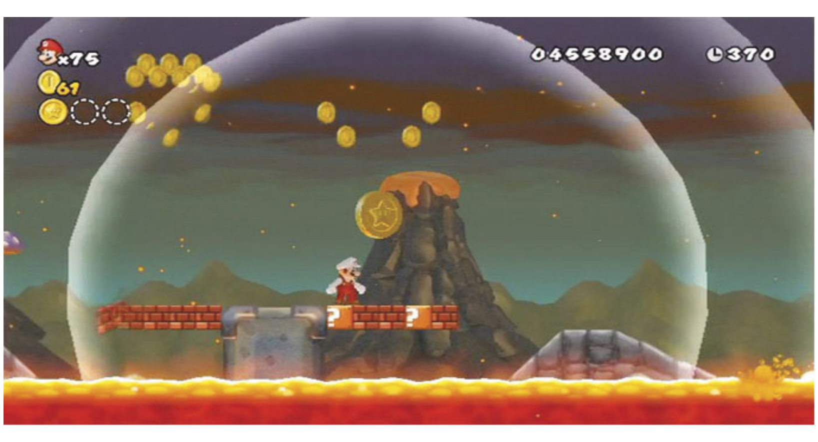

x74
73
04503740
393

③ The first Star Coin is floating above the unstable mushroom pad at Point 3. Wait for the pad to tilt left and lift its right side, then run and jump off the end to grab the Star Coin!

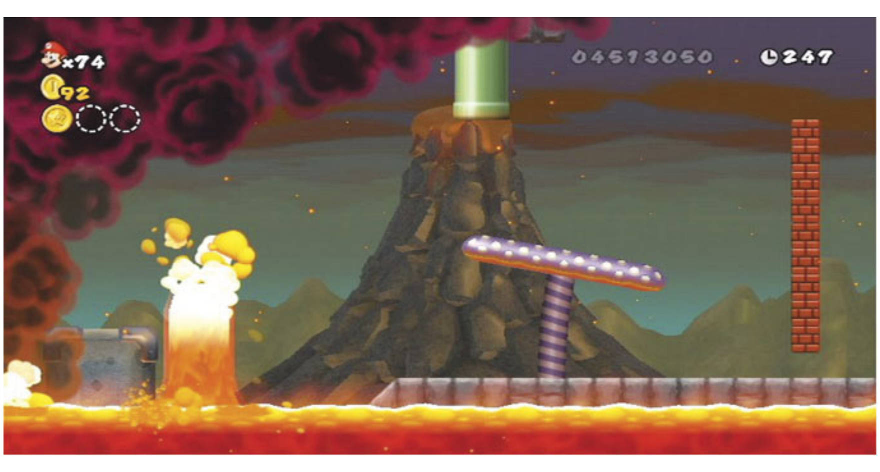
Star Coin


x74
90
04512440
333
POW

④ Pick up the POW Block at Point 4, then carry it over to the two brick rows on the right.

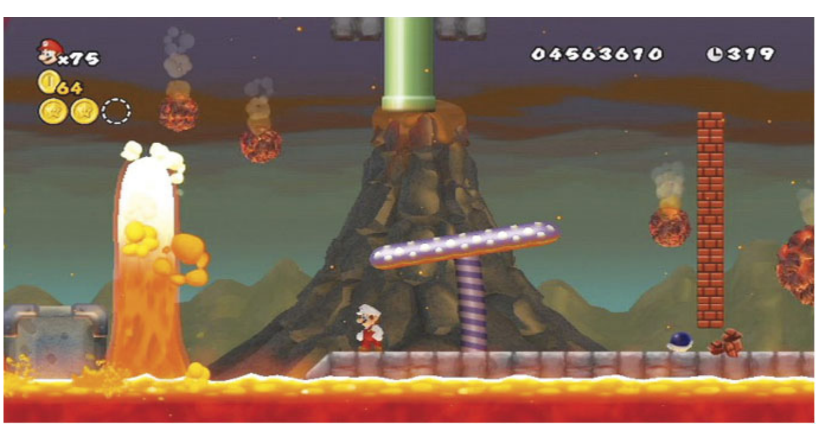

x75
61
04558900
370

Drop the POW Block before the lava rocks destroy the rows of bricks and the Star Coin will drop onto the bricks from above.

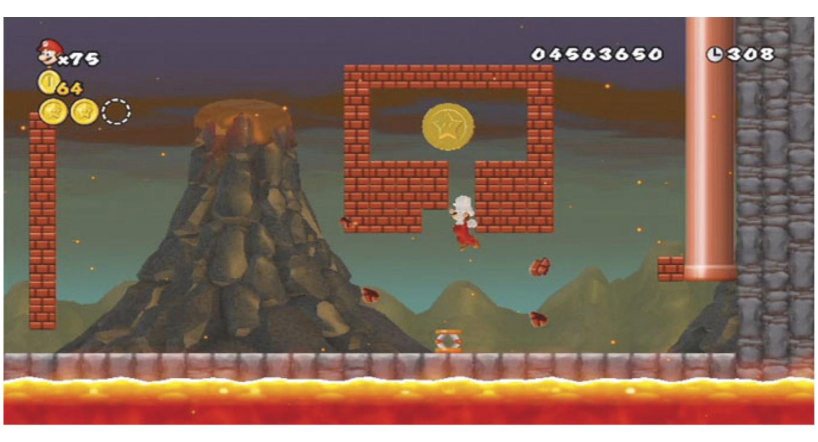

x74
92
04513050
247

⑤ Go up the pipe at Point 5 if you want to finish the level without grabbing the third Star Coin.

Star Coin


x75
64
04563610
319

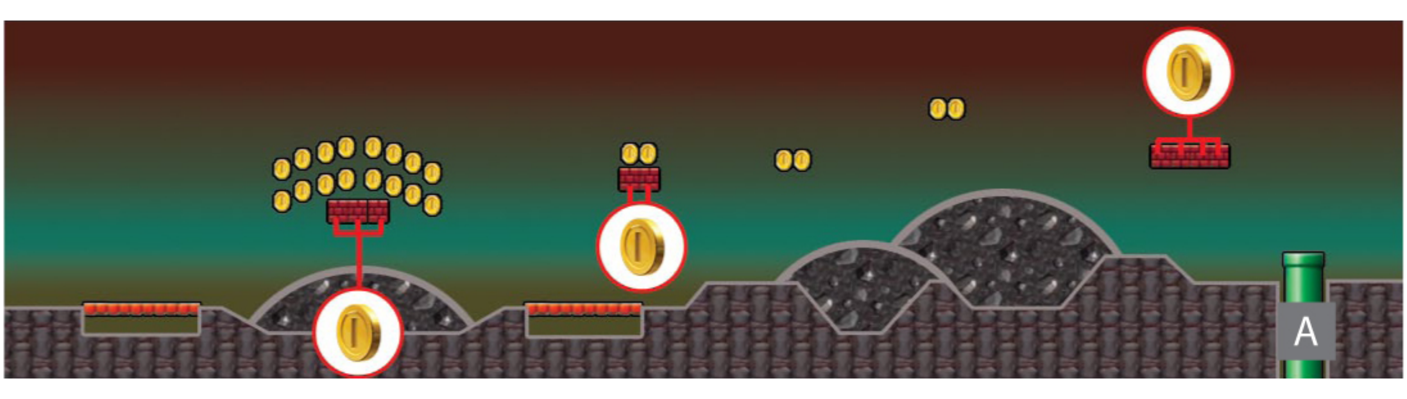
⑥ Use the Buzzy Beetle to destroy the base Block of the wall at Point 5. Slide underneath the wall to the other side.

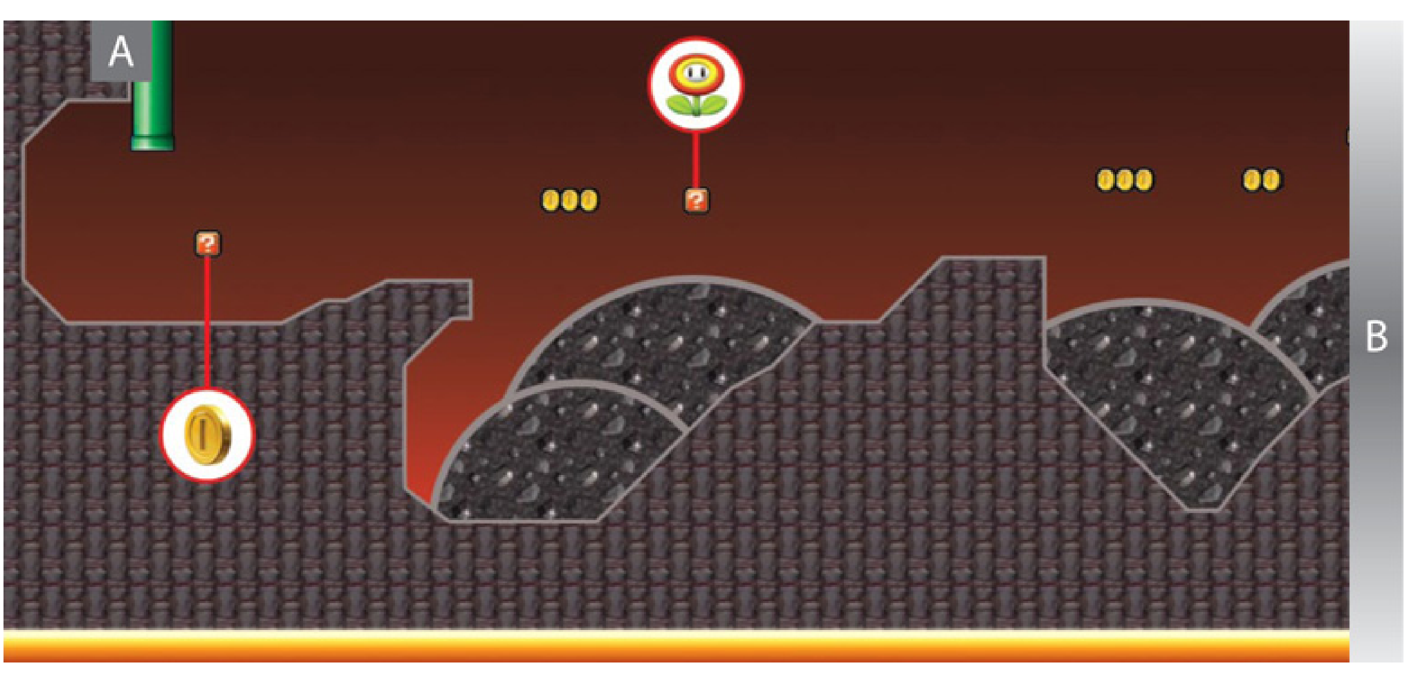

x75
64
04563650
308

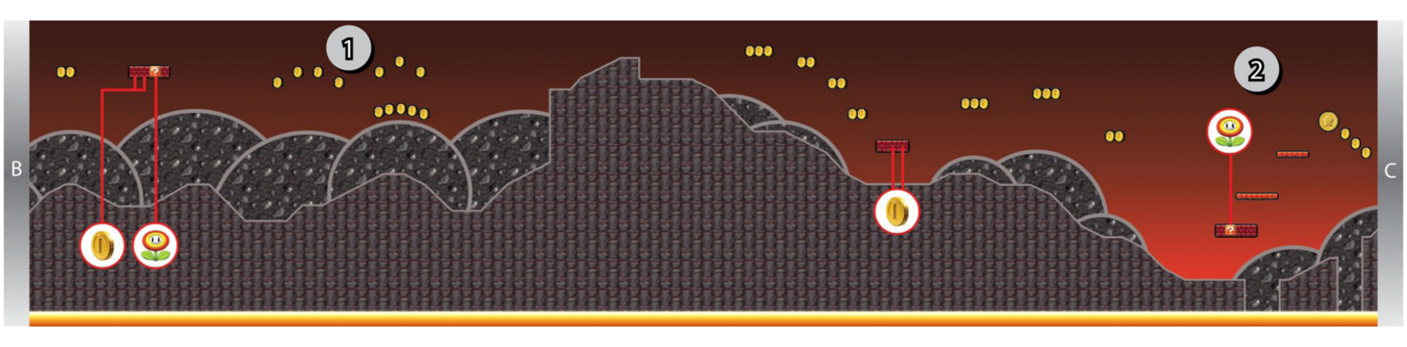
Use the bouncy spring on the other side of the fence to break the bricks overhead and create a direct path to the final Star Coin! Once you have it you can jump up the red pipe exit.

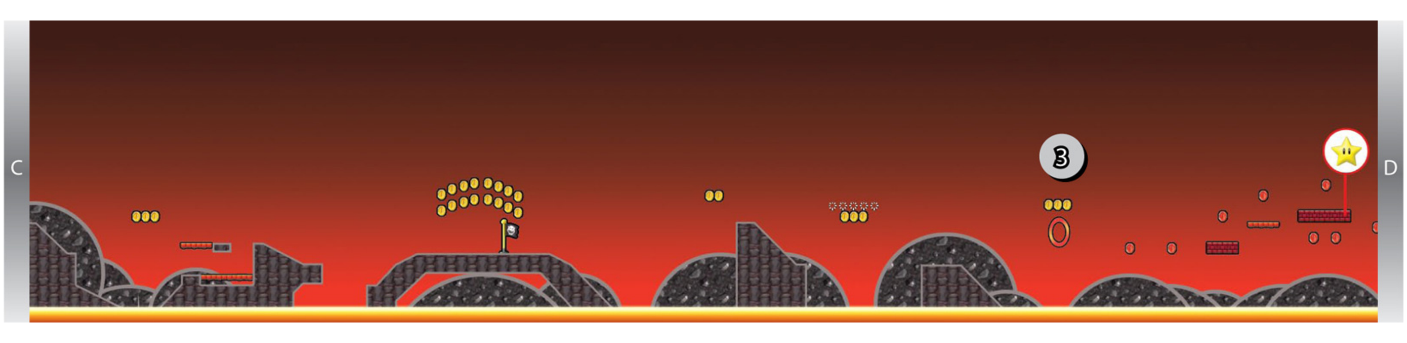
World 8-Bowser's World

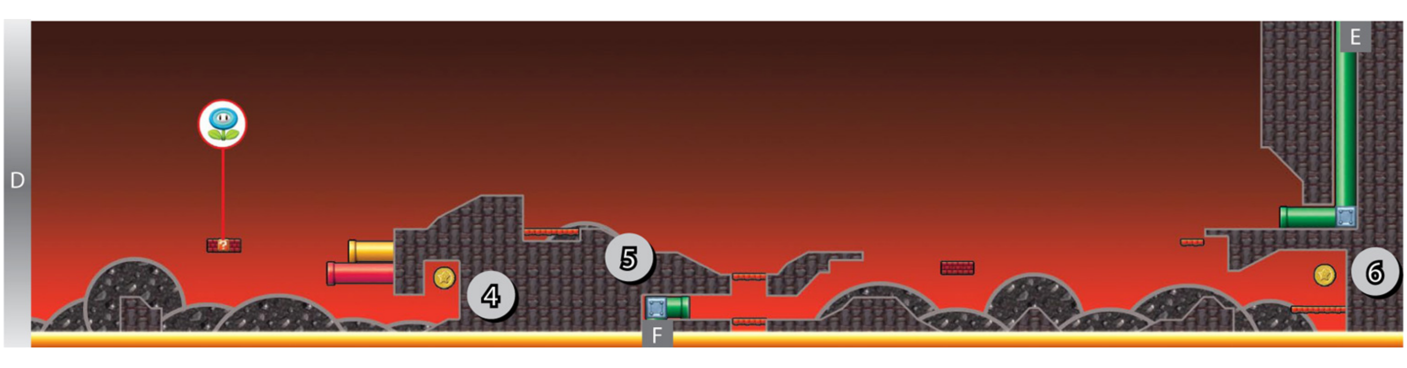
World 8-2

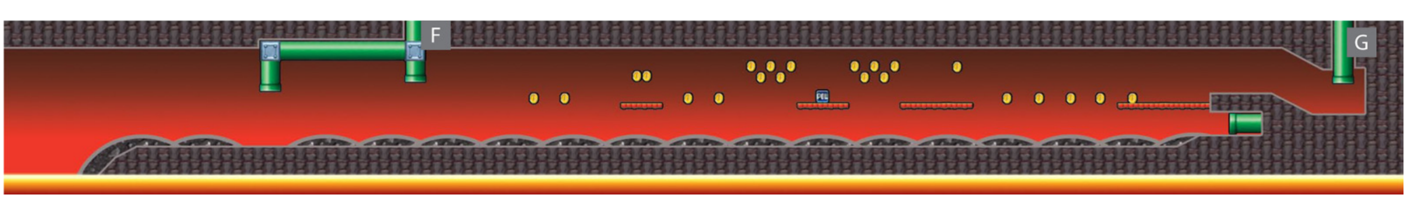


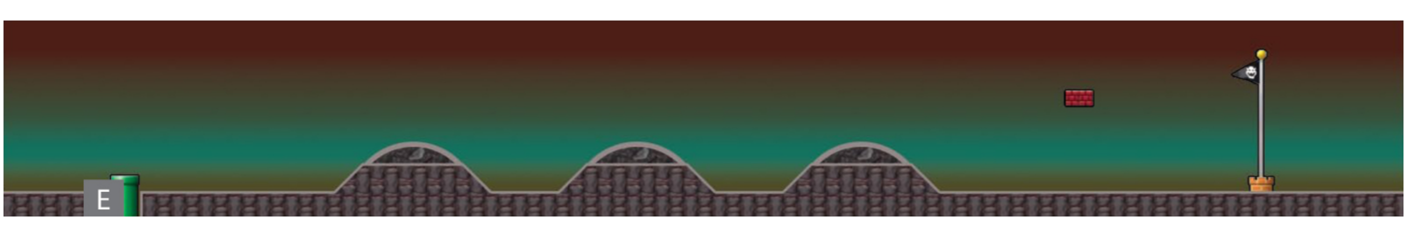


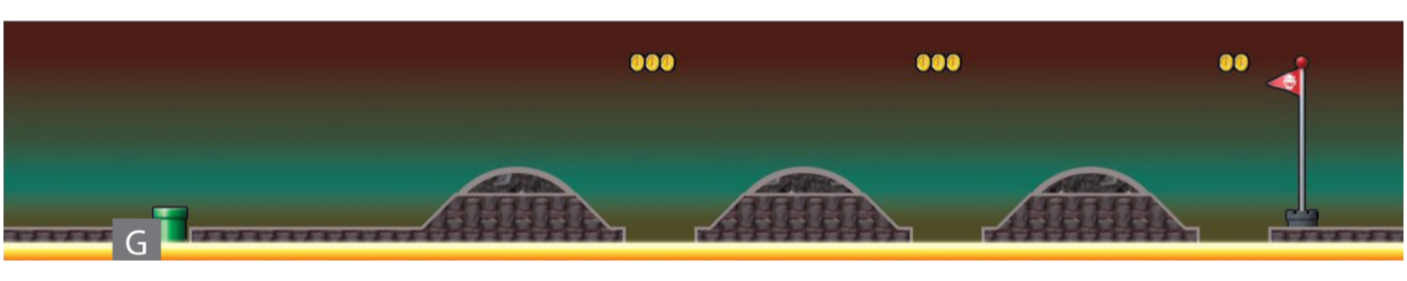


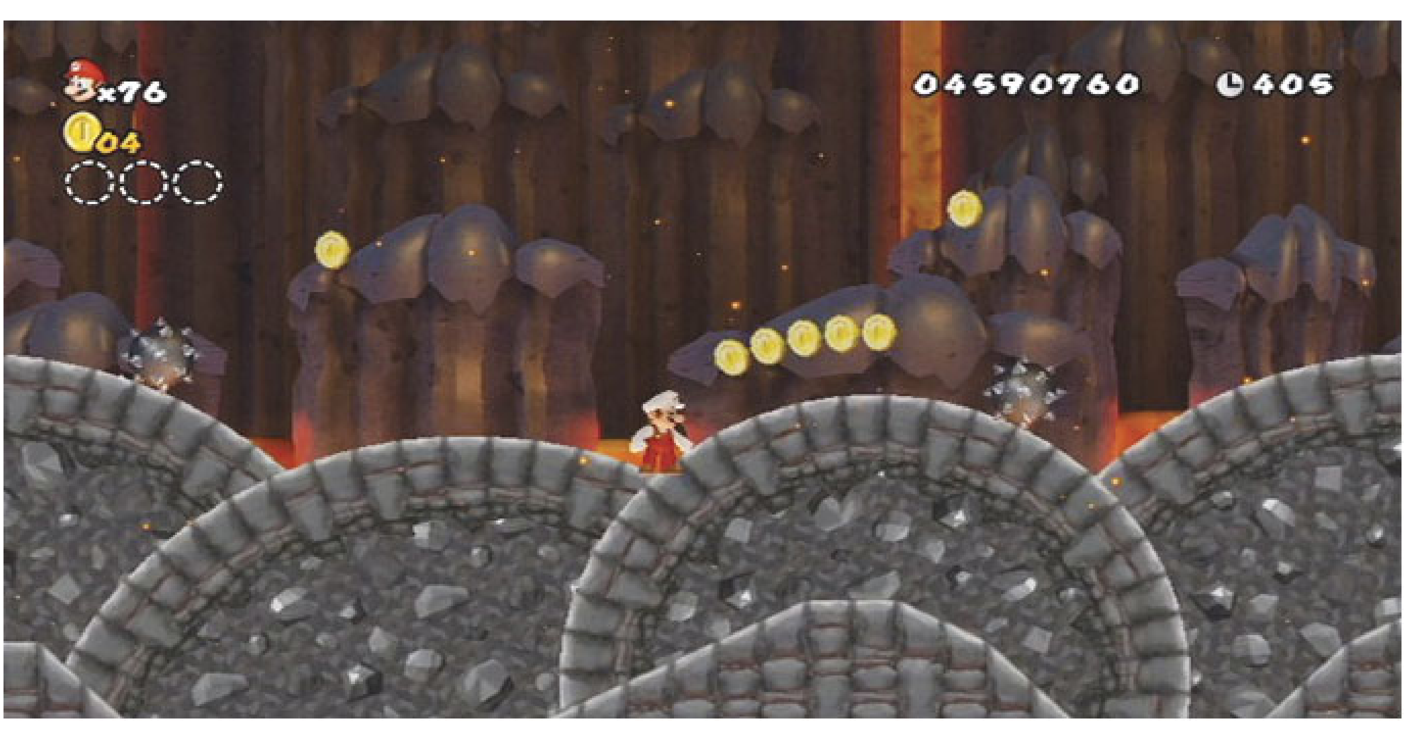






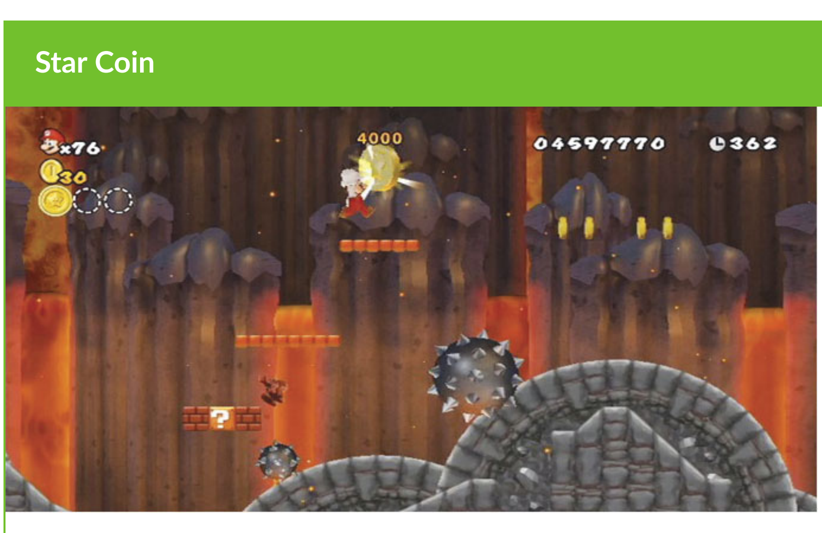





x76
04
04590760
405

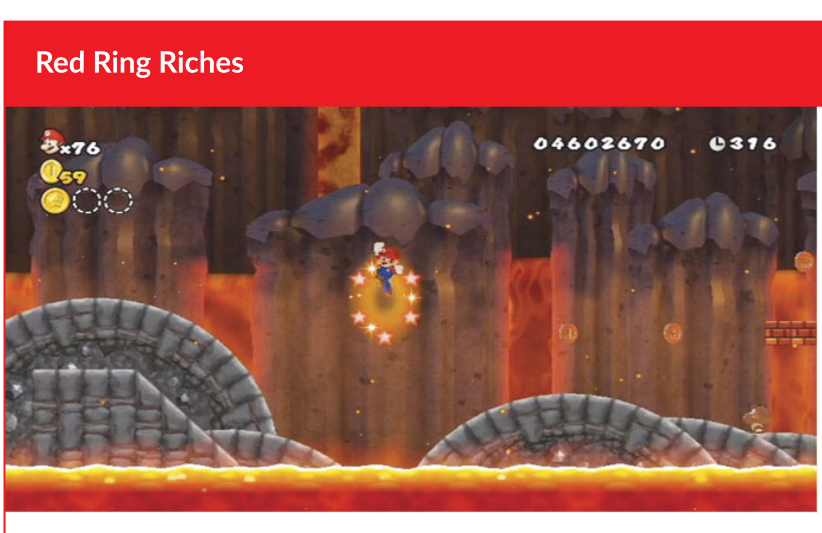
① Keep a close eye on the spiked balls rolling around the spinning cogs on this level. If the spiked balls are rolling in the same direction as the spinning cogs, they'll roll twice as fast! Conversely, if the balls roll in the opposite direction of the cogs' spin, then they'll be slowed down.

Star Coin


x76
30
4000
04597770
362

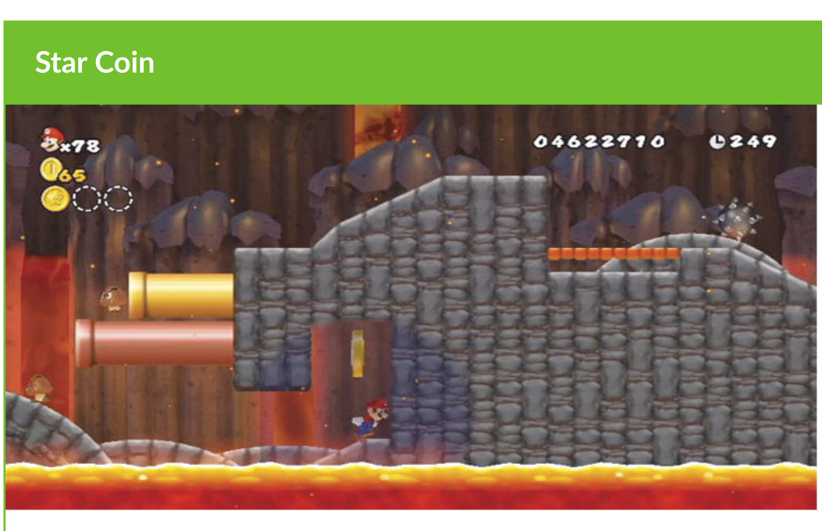
② The first Star Coin is floating high above several ledges at Point 2. Jump up the ledges to reach it.

Red Ring Riches

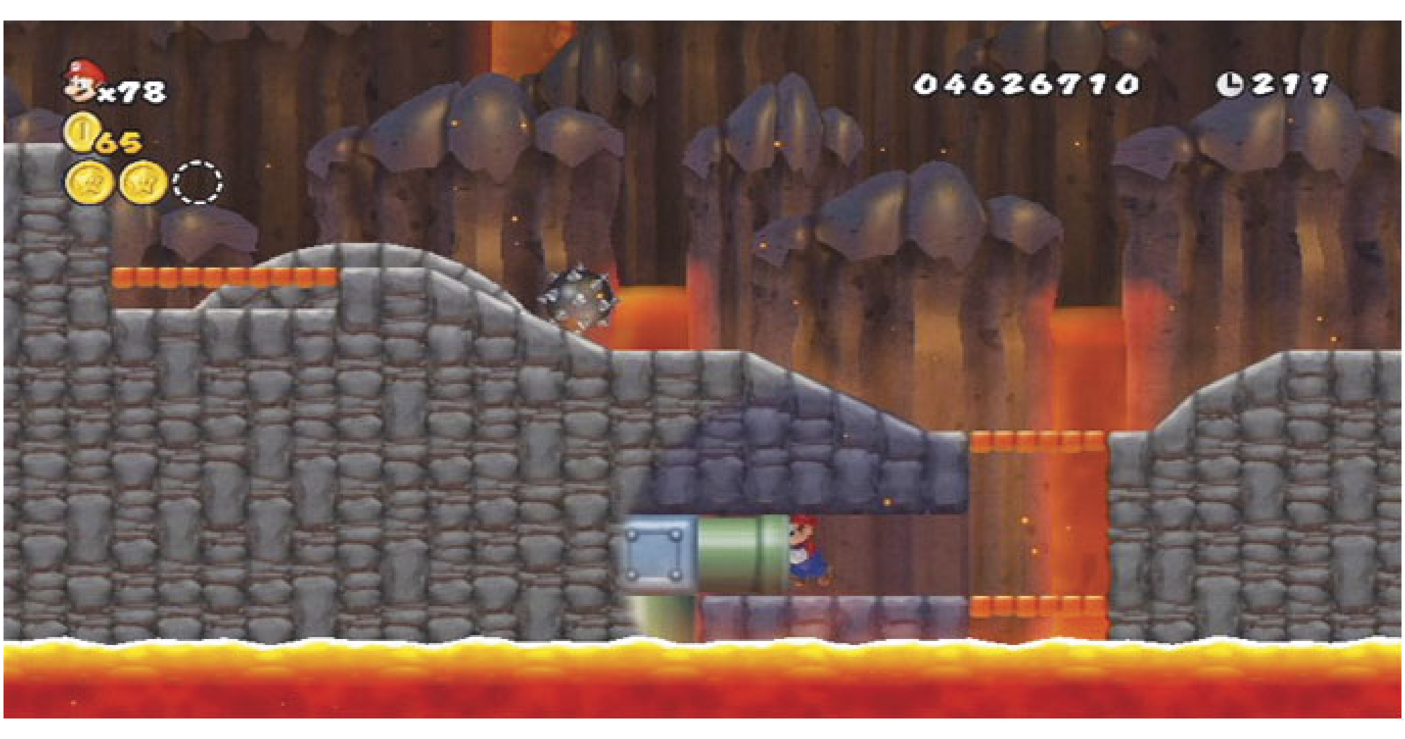

x76
59
04602670
316

③ Jump through the Red Ring at Point 3 and then jump up the ledges on the right to grab the first red coins. Drop down and follow the spinning cogs to the left to grab the last of the red coins.

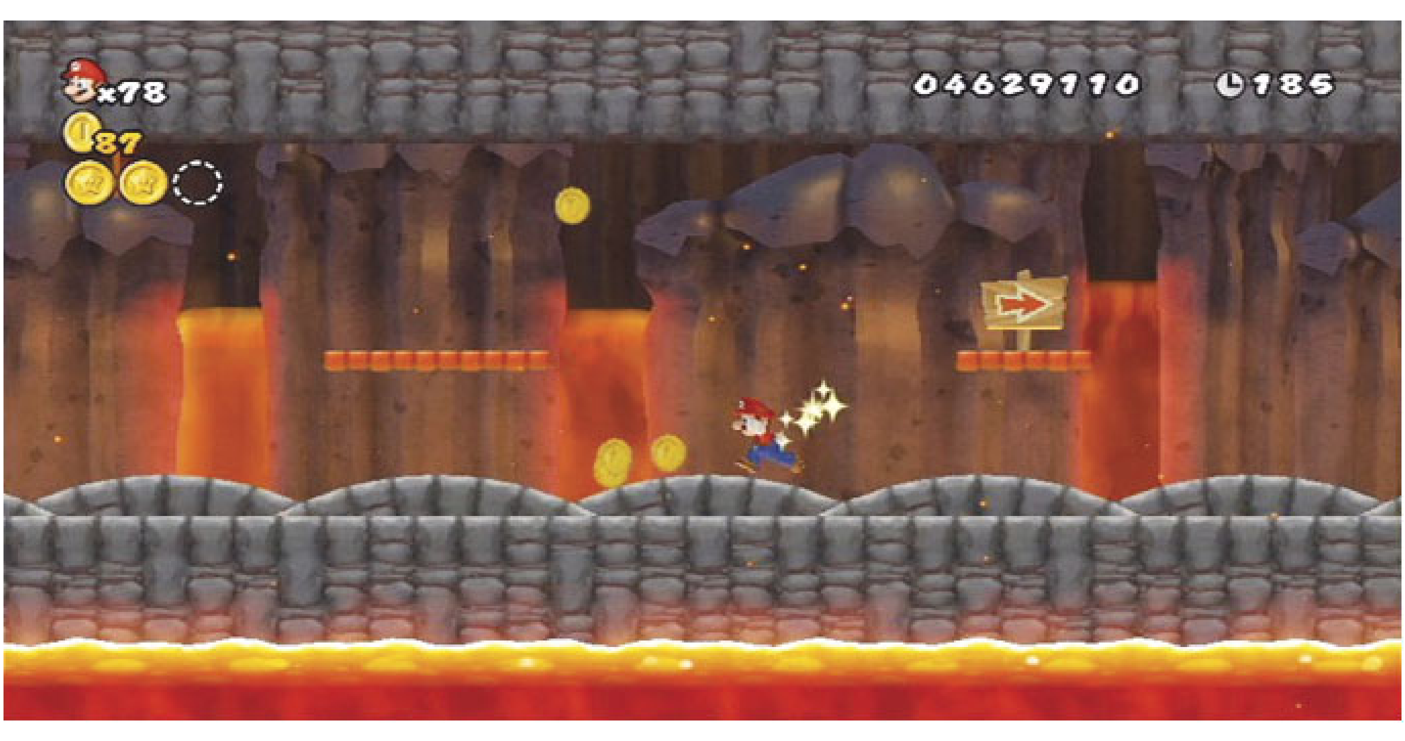
Star Coin


x78
65
04622710
249

④ Walk into the wall at Point 4 to find a secret area with the next Star Coin.

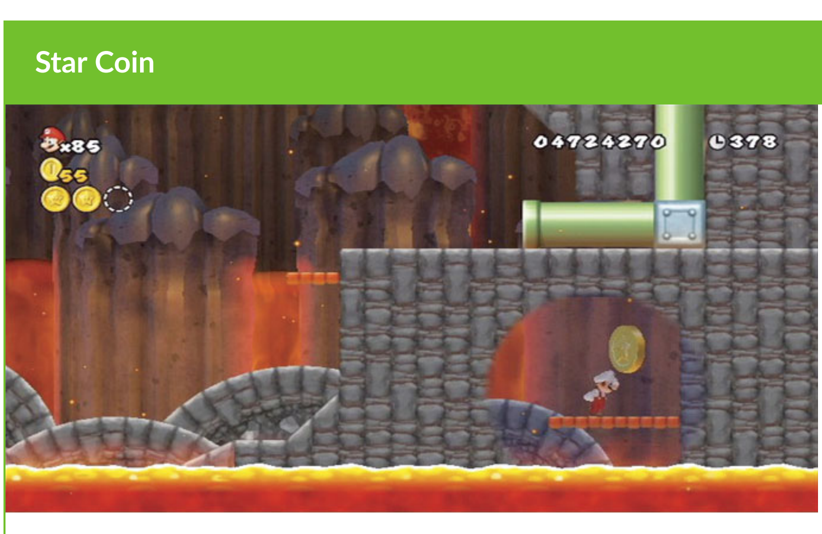

x78
65
04626710
211

⑤ Go through the hidden pipe at Point 5 to find a long room underground. Drop the POW Block in the room to force several coins to drop down from above.

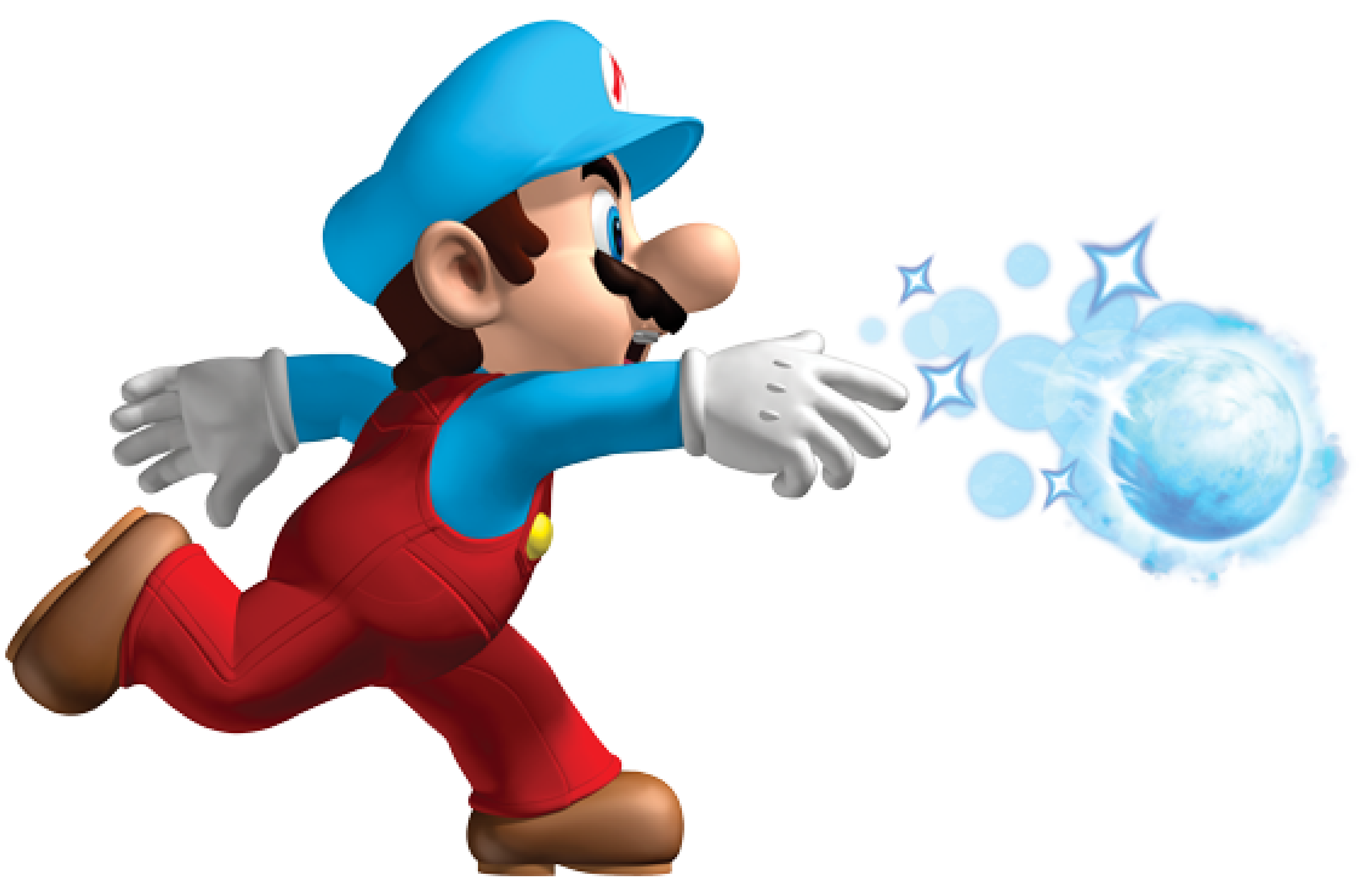

x78
87
04629110
185

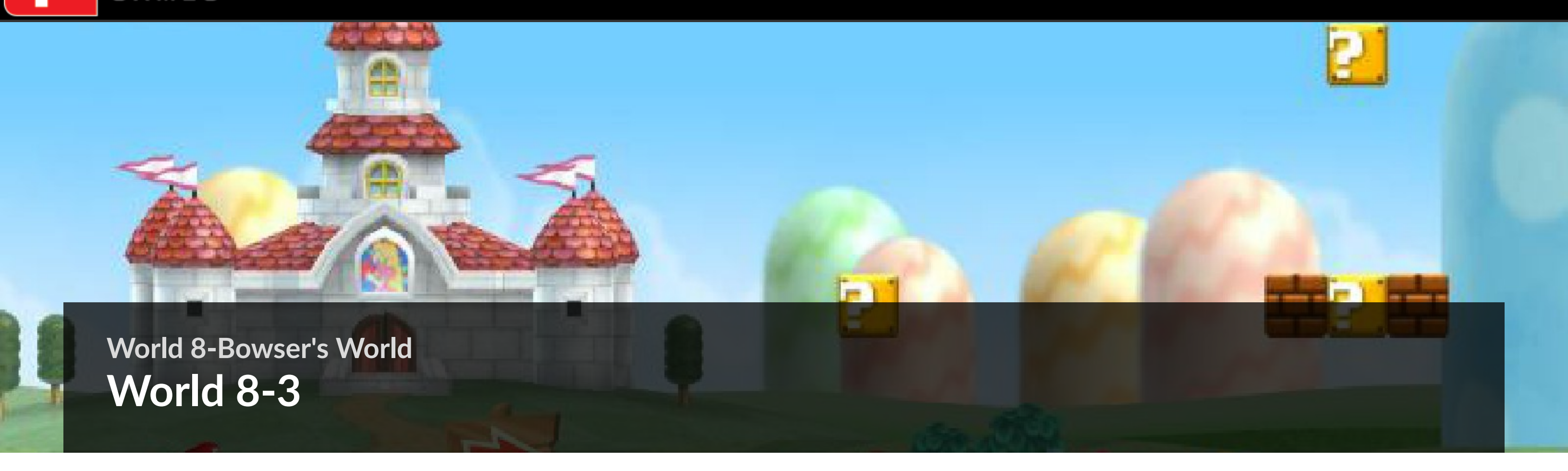
Collect your riches before exiting through the pipe on the far-right end of the room. When you exit the level through this room, you'll unlock a secret path leading to World 8-7!

Star Coin


x85
55
04724270
378

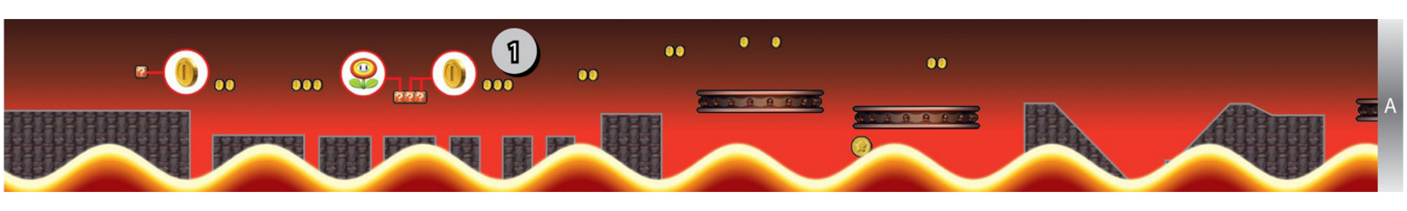
⑥ Walk into the right wall at Point 6 to find a secret area with the last Star Coin!

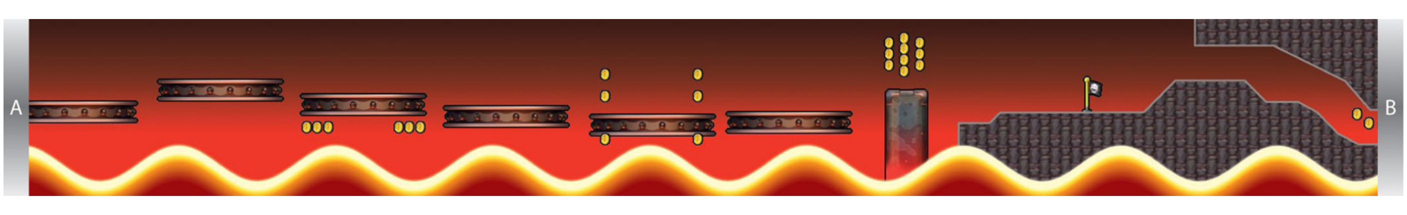


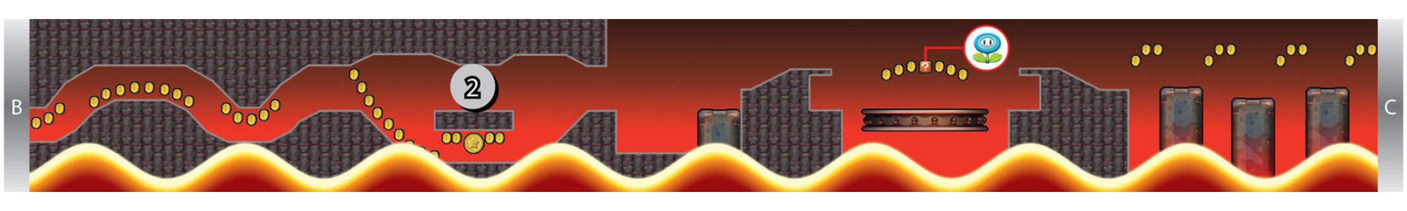


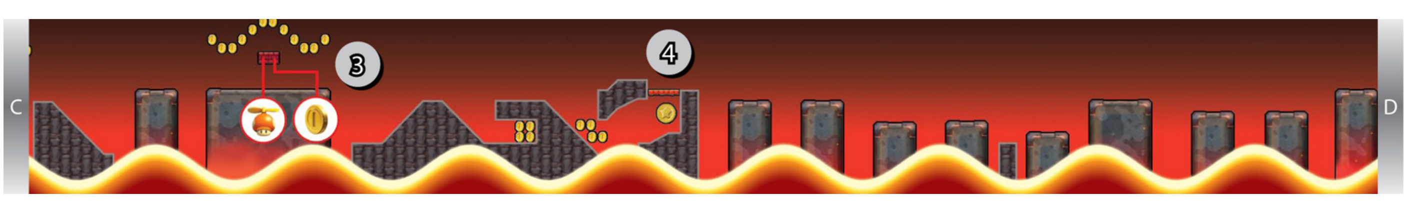
World 8-Bowser's World

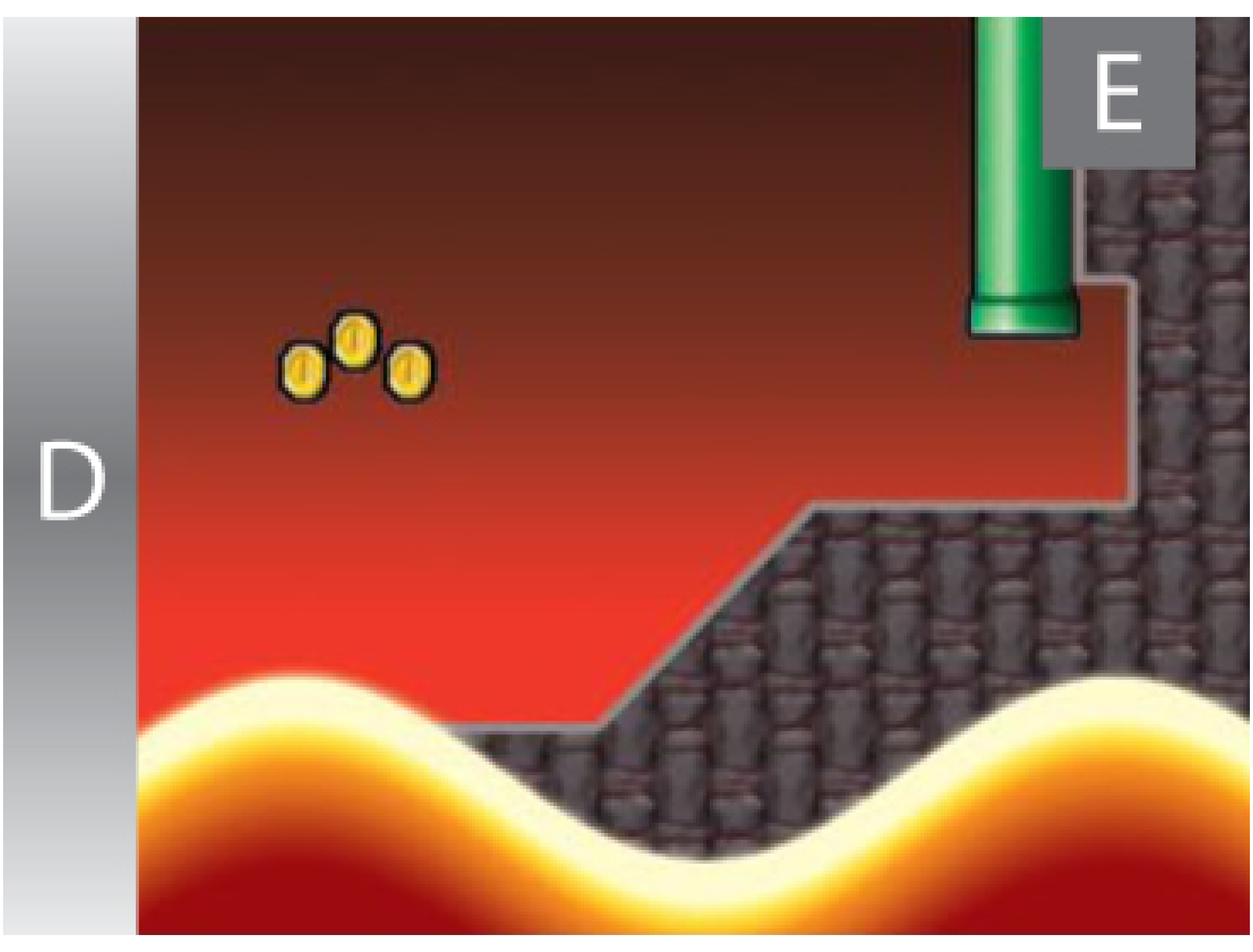
World 8-3

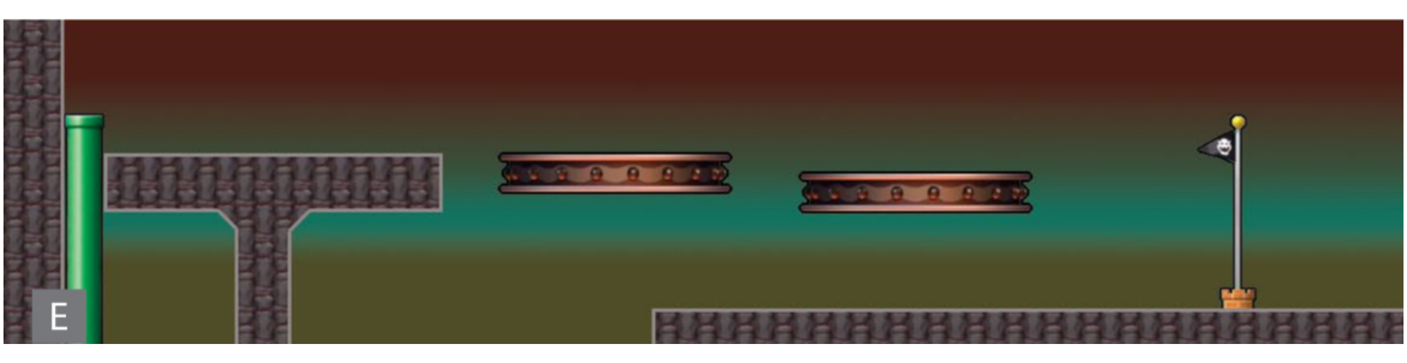




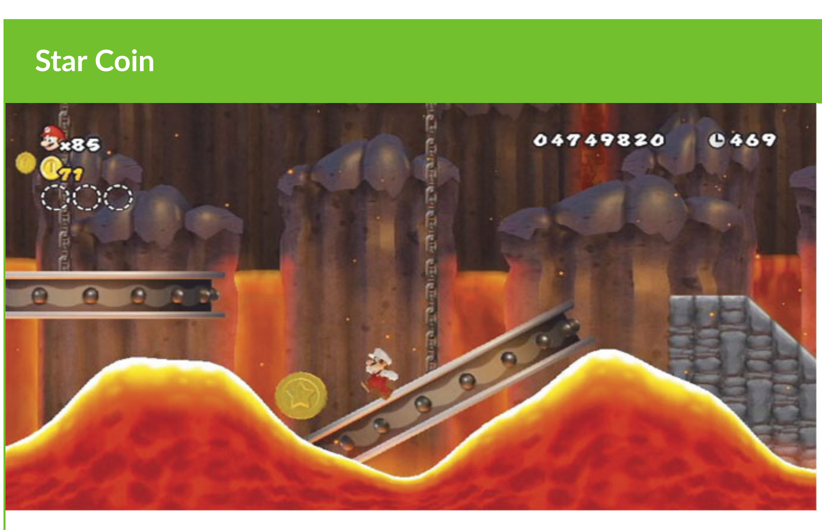








Star Coin

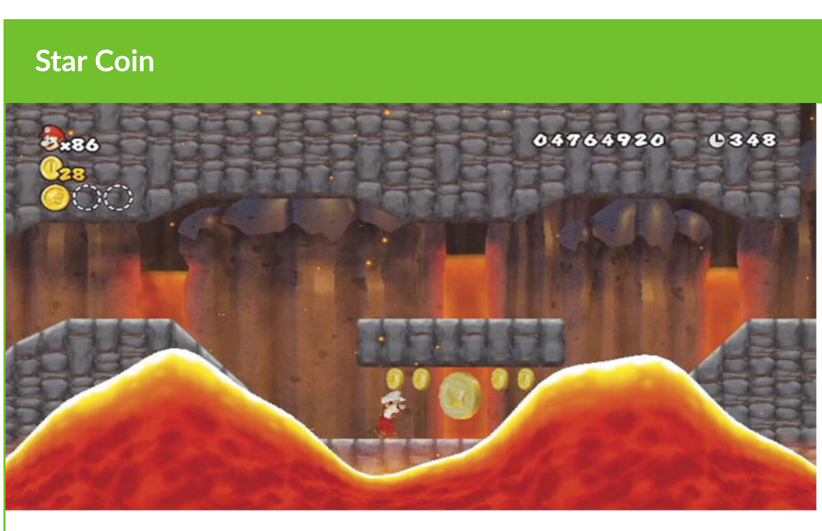


① Stand on the left side of the second hanging platform to weigh it down. As the platform drops, you'll be able to reach the first Star Coin.

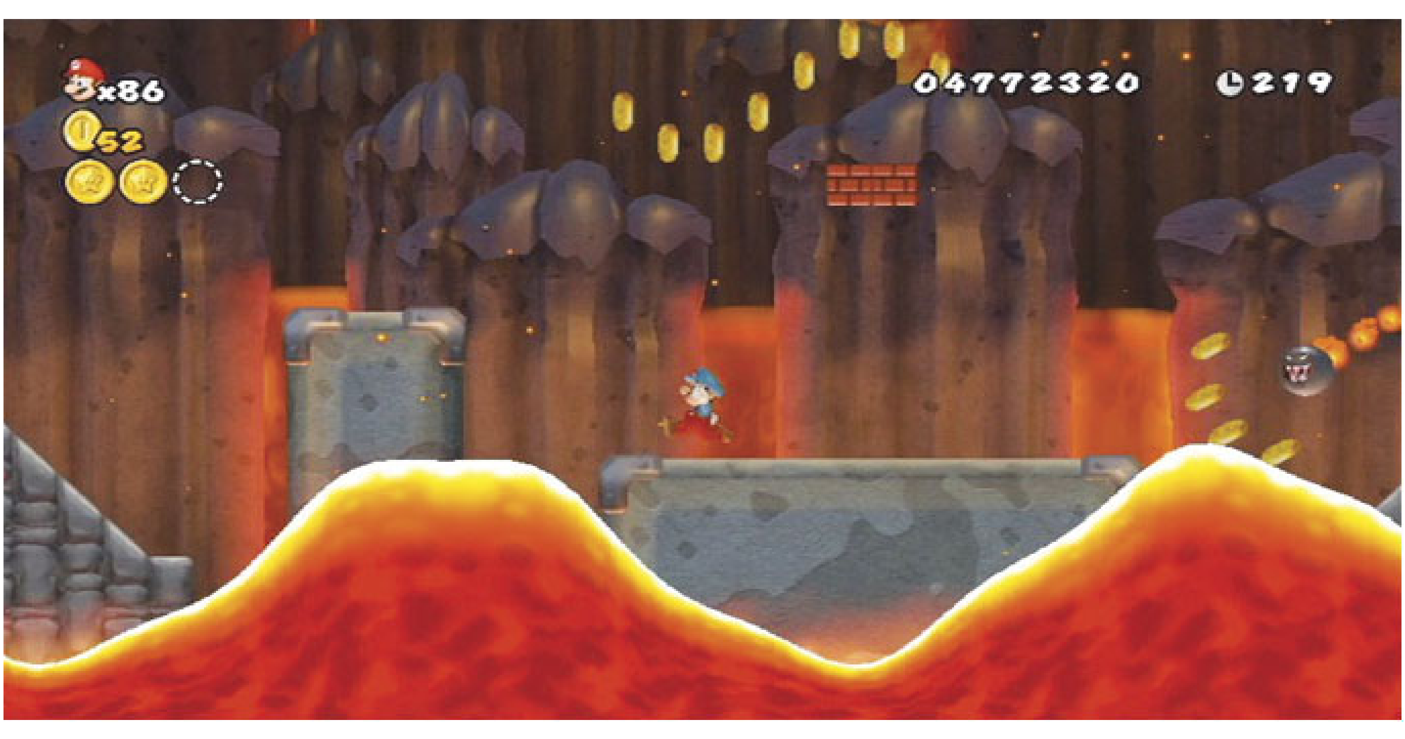
Tip

Keep a close eye on the lava swells as you go. Try to time your movement so that you're not moving forward directly into a deadly swell.

Star Coin

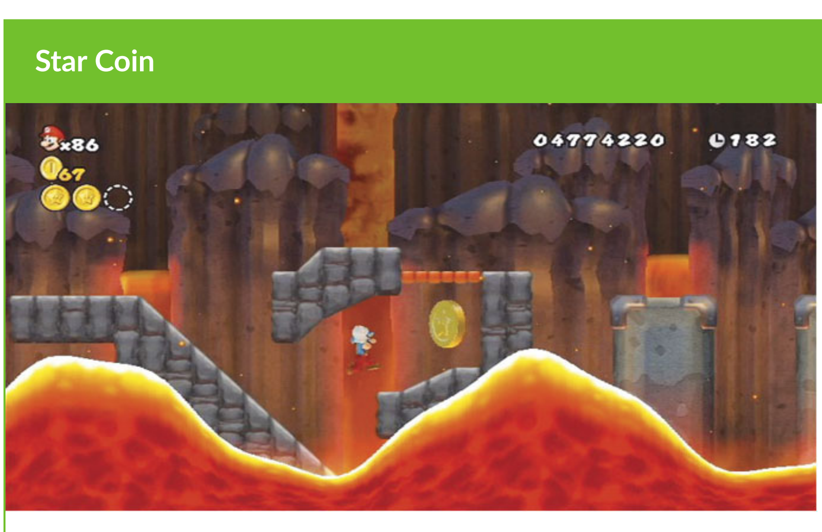


② At Point 2, wait for the lava swells to pass the Star Coin, then drop down and grab it before the next swell flows straight at you.

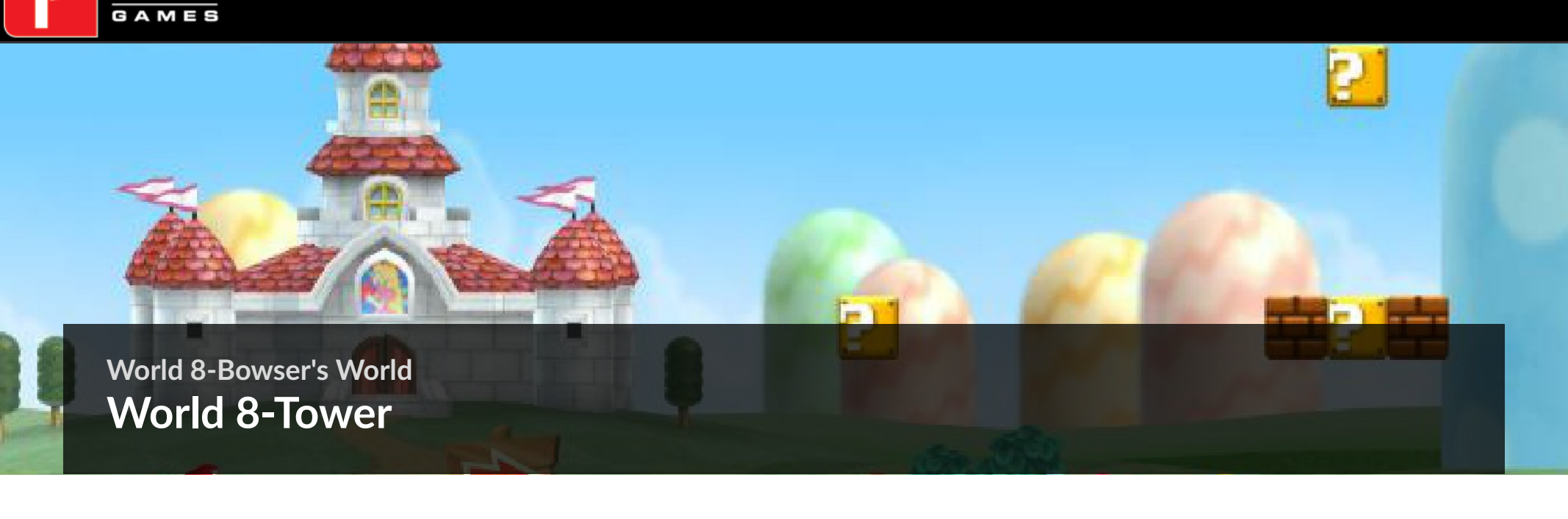


③ Stand on the platform at Point 3 long enough for several coins and two Blocks to appear. The left Block has a power-up!

Star Coin

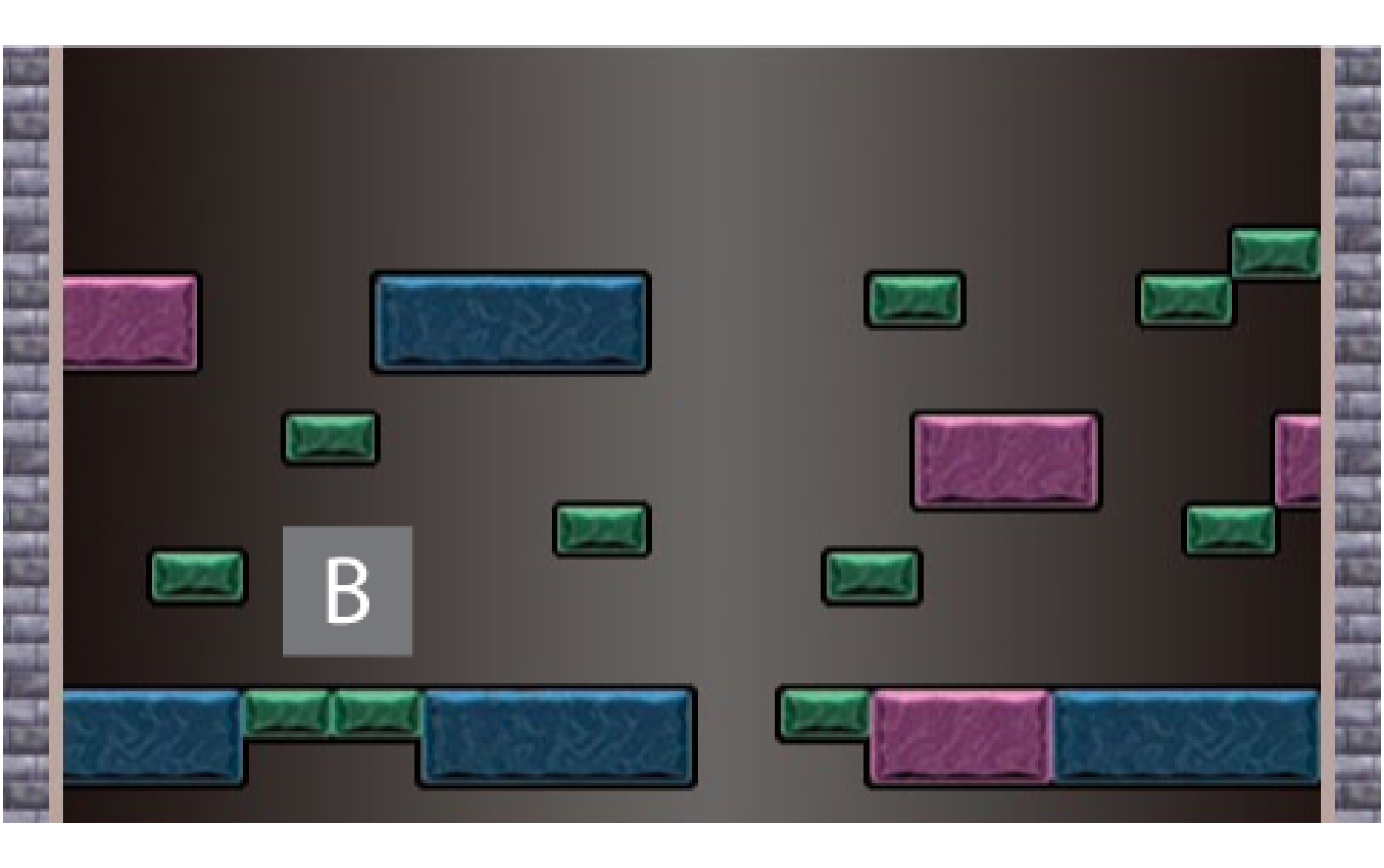


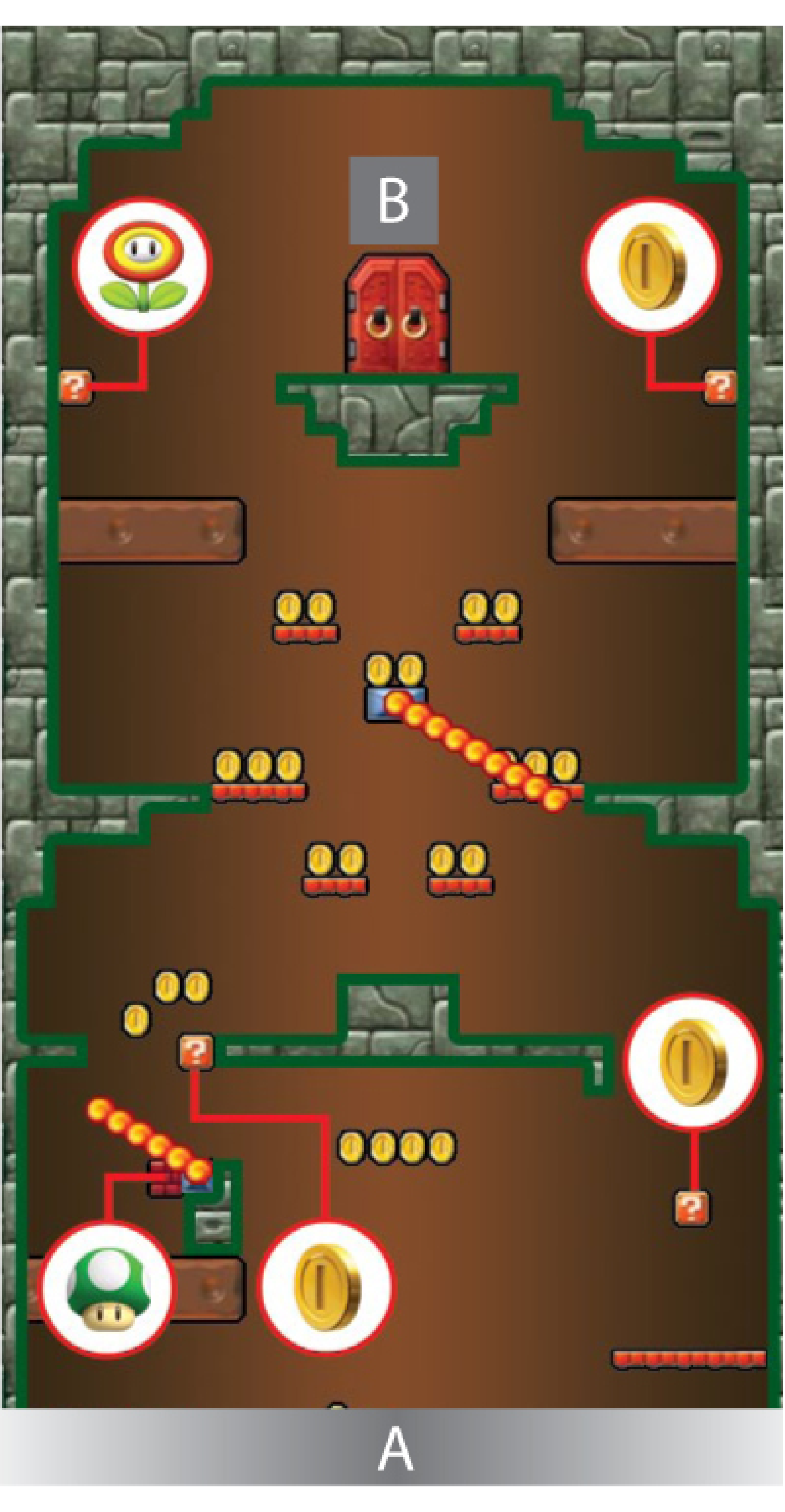
④ Rush down the slope at Point 4, then jump up and out to reach the last Star Coin. After you nab it, jump up and onto the walkway from underneath.

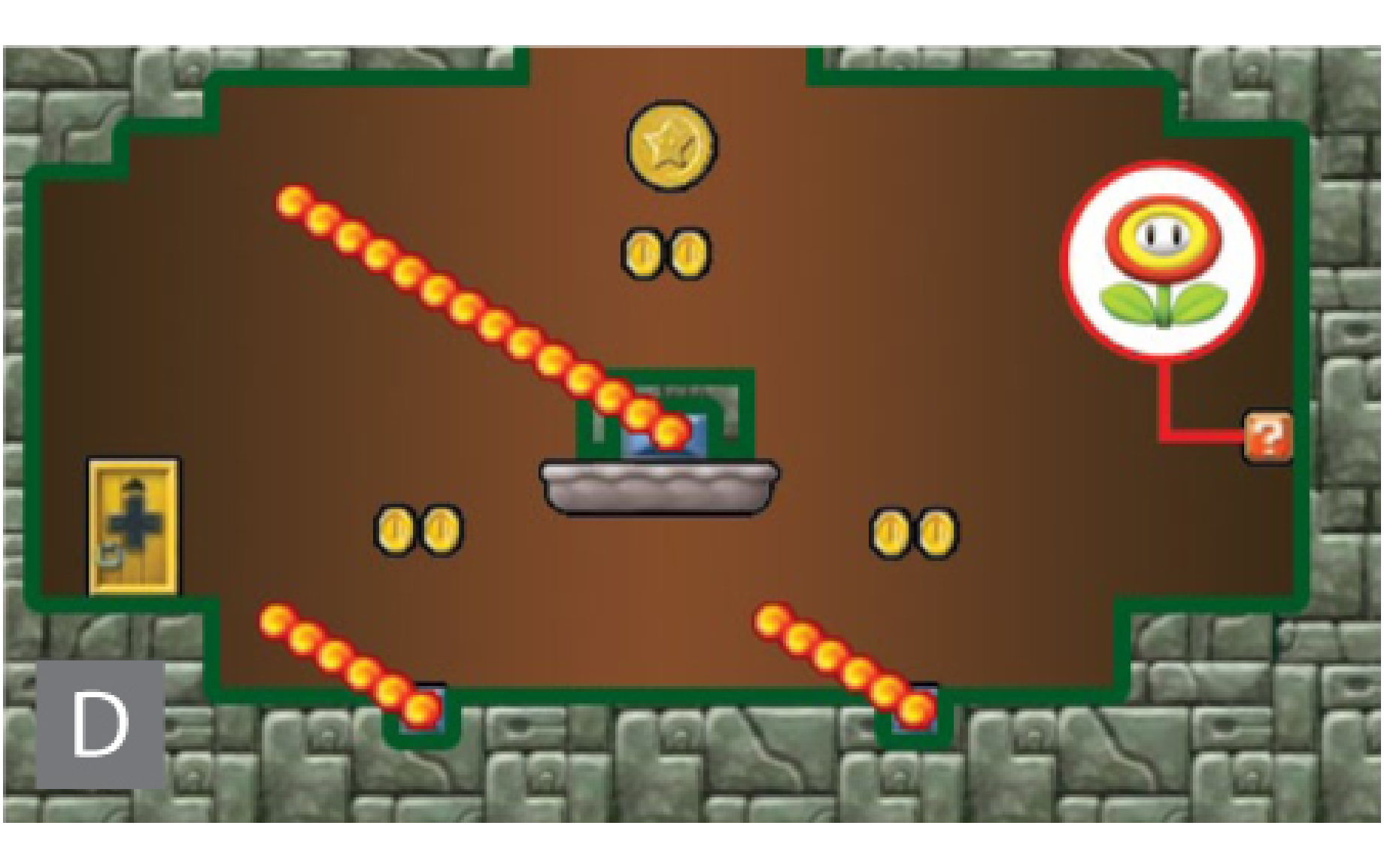


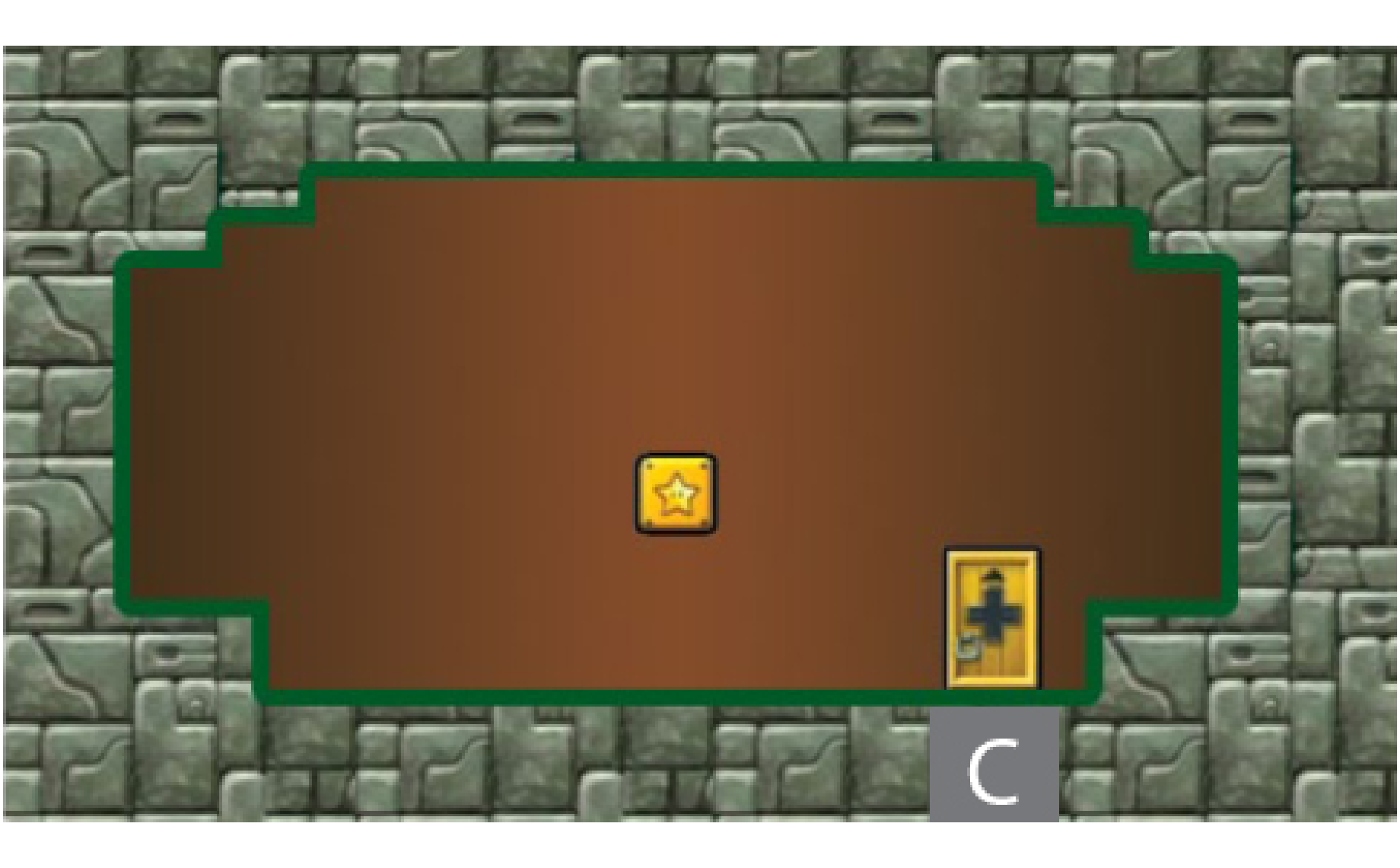
World 8-Bowser's World

World 8-Tower

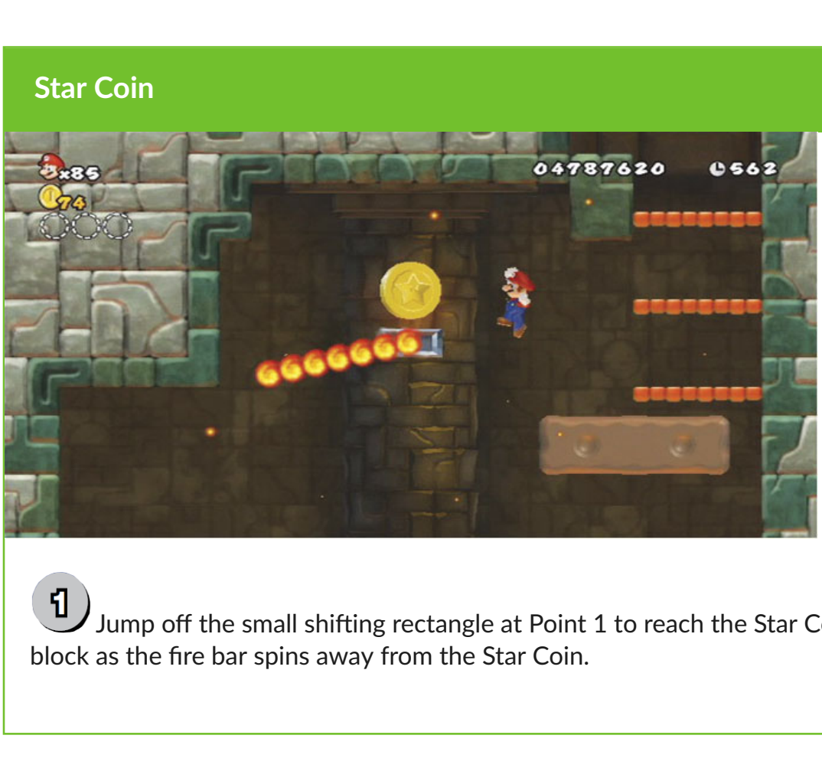




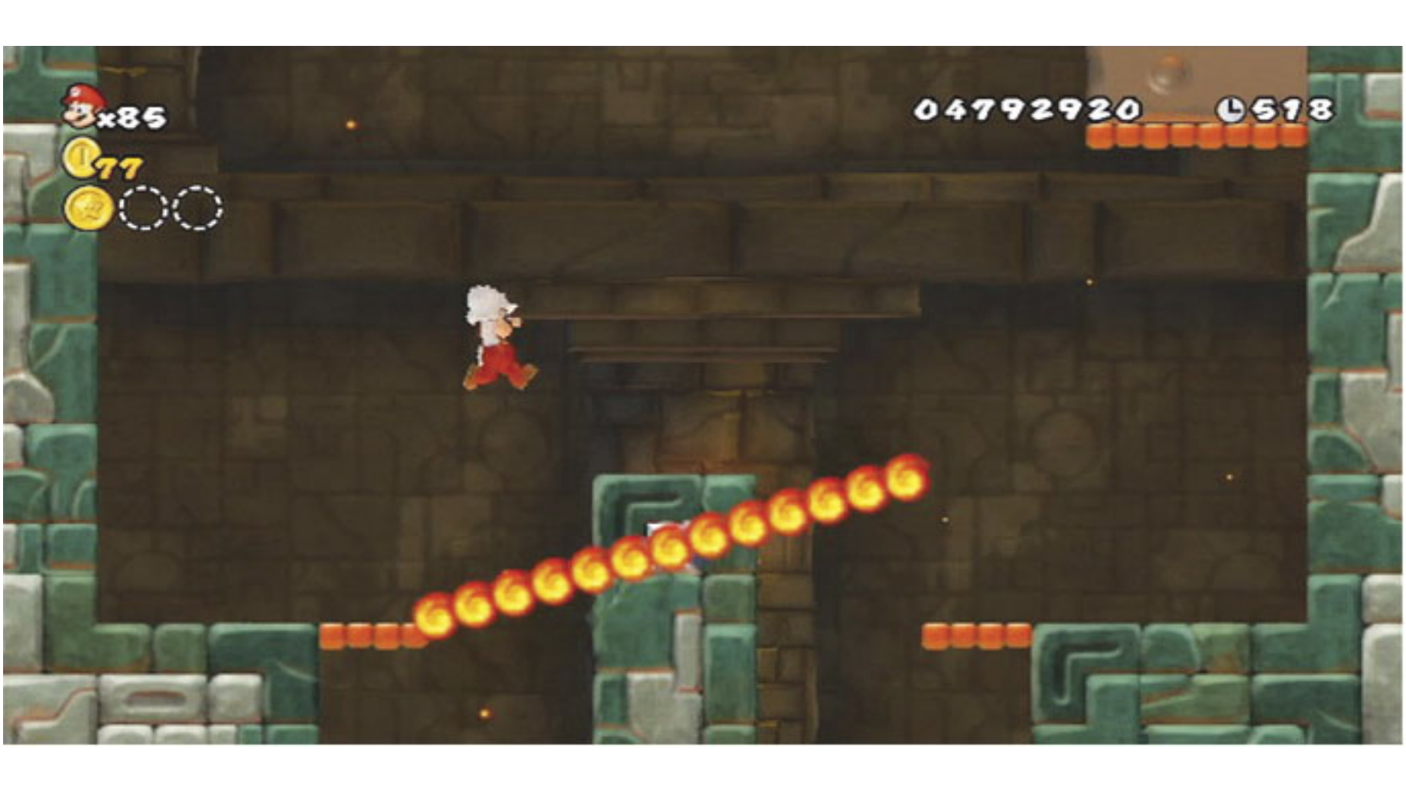




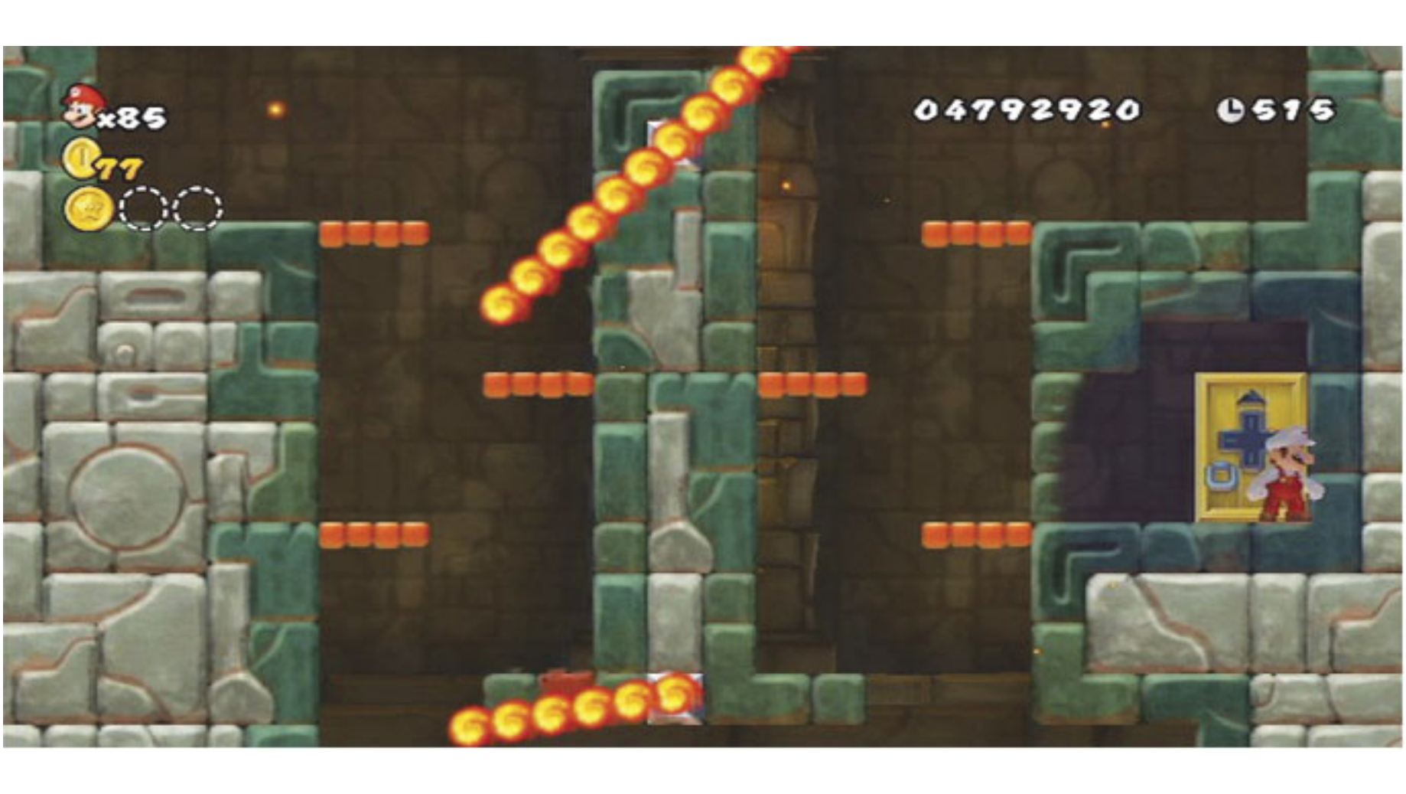
Star Coin



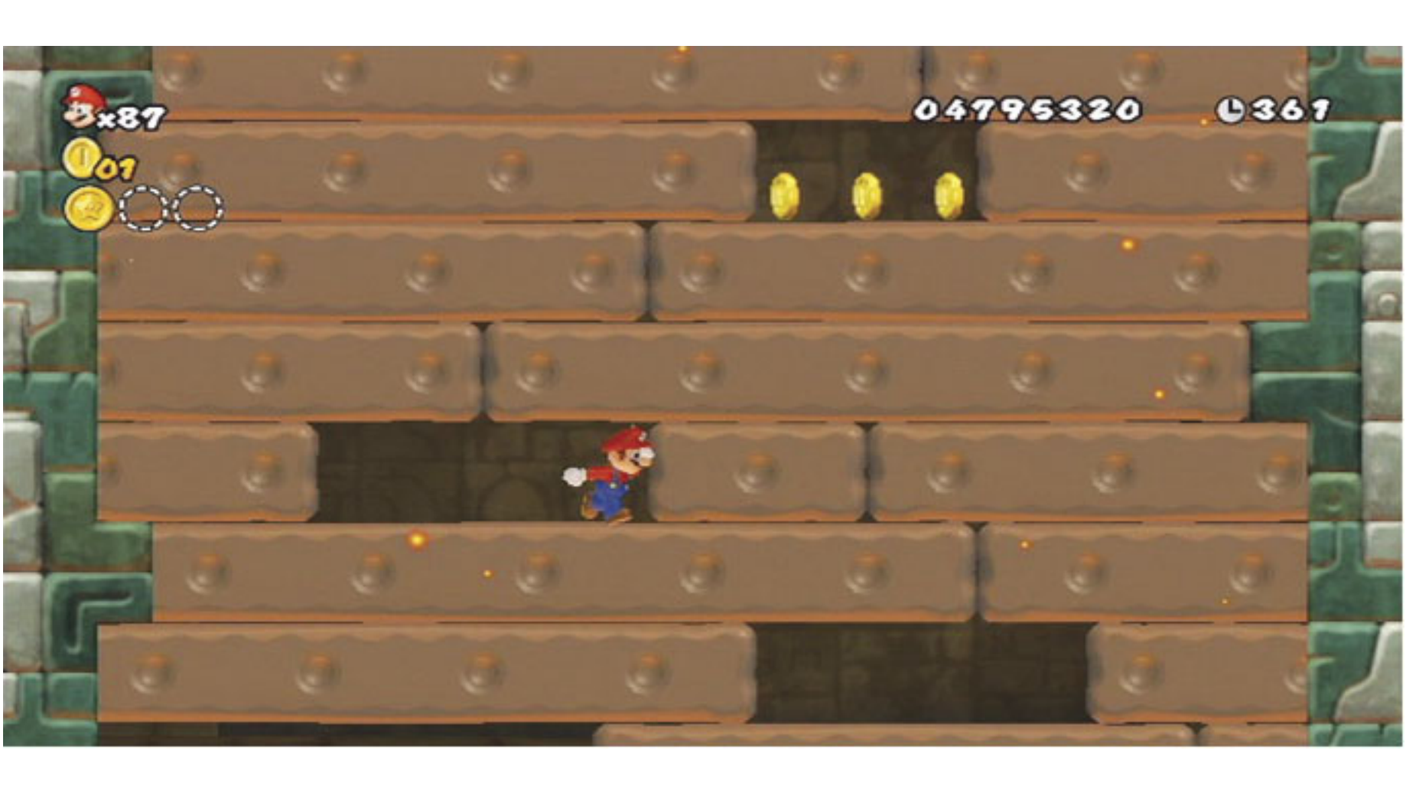
① Jump off the small shifting rectangle at Point 1 to reach the Star Coin. Time your jump so that you land on the small block as the fire bar spins away from the Star Coin.



② Climb up the left side at Point 2 so that when you reach the top, you can jump from left to right, following the long spinning fire bar. If you go up the right side, you'll need to leap from right to left, against the column's spin, which is much harder.

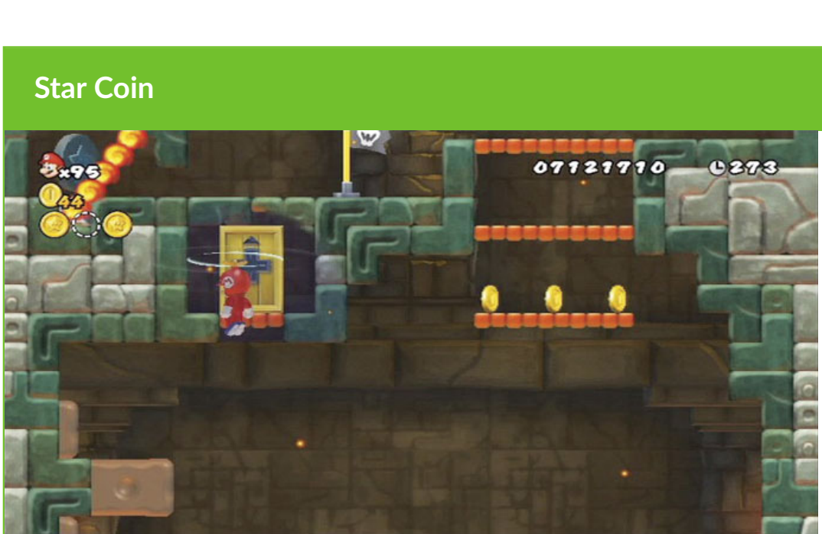


③ Go through the secret door at Point 3 to find a small room with a Roulette Block!

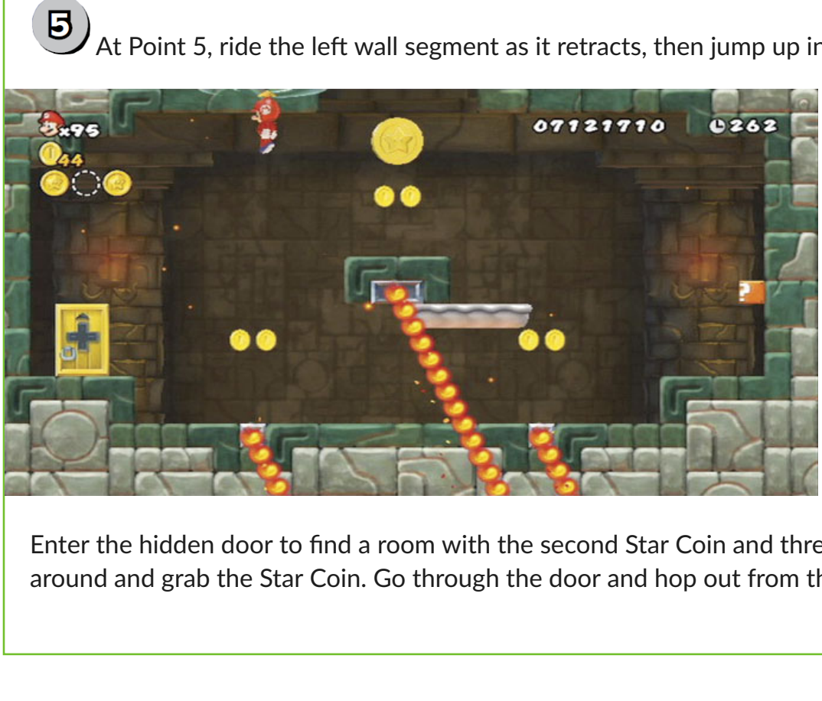


④ As you climb up Point 4, use the gaps in the shifting wall segments to avoid getting crushed. Jump up each level. Then quickly duck into the missing section of the wall to wait safely as the wall shifts back into place.

Star Coin

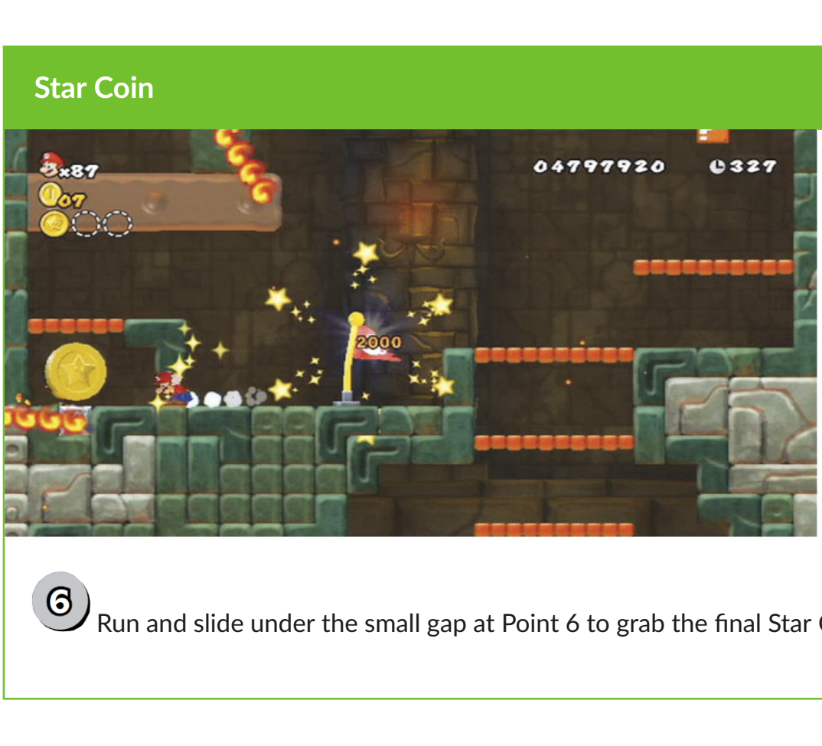


⑤ At Point 5, ride the left wall segment as it retracts, then jump up into a secret alcove in the area above you.



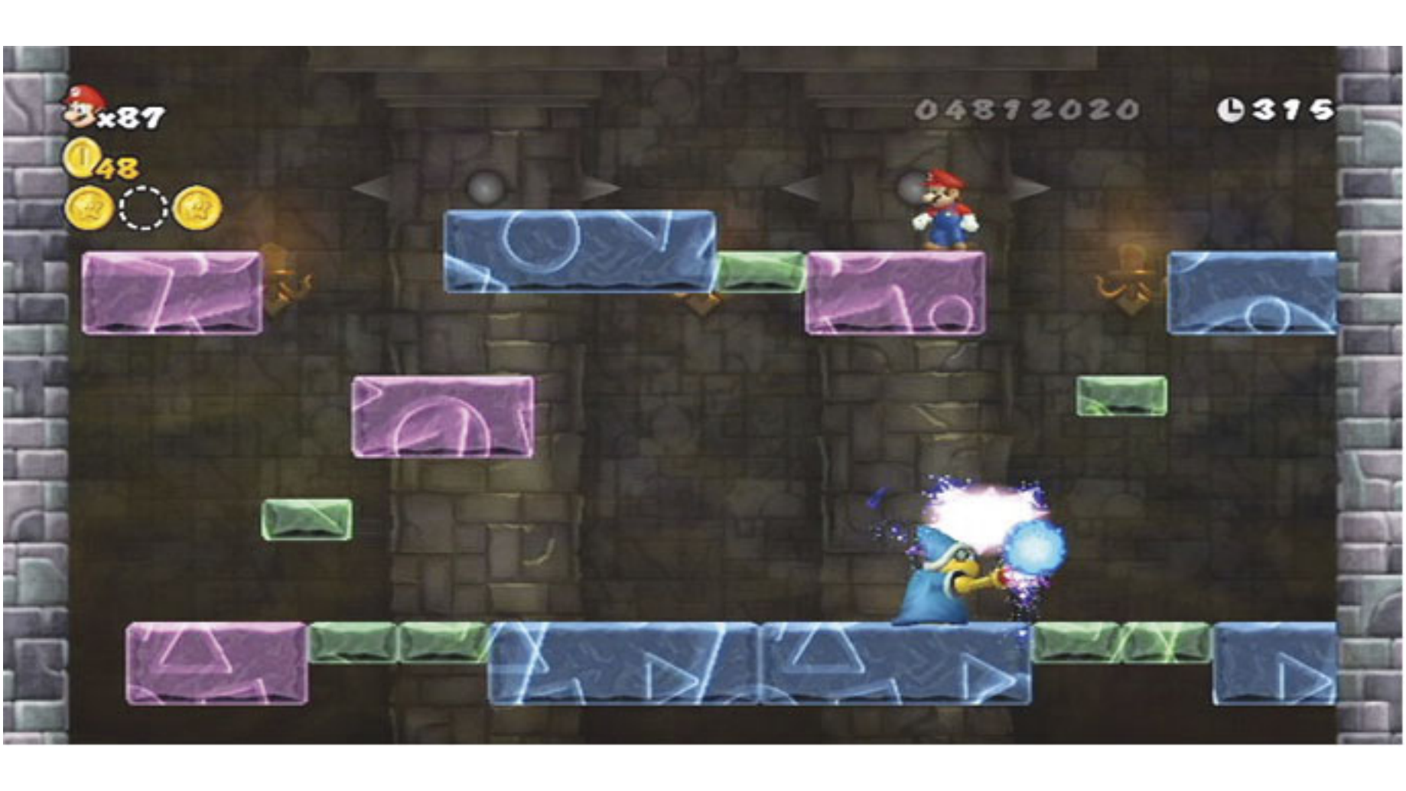
Enter the hidden door to find a room with the second Star Coin and three fire bars. Dodge the columns as they spin around and grab the Star Coin. Go through the door and hop out from the walkway overhead.

Star Coin



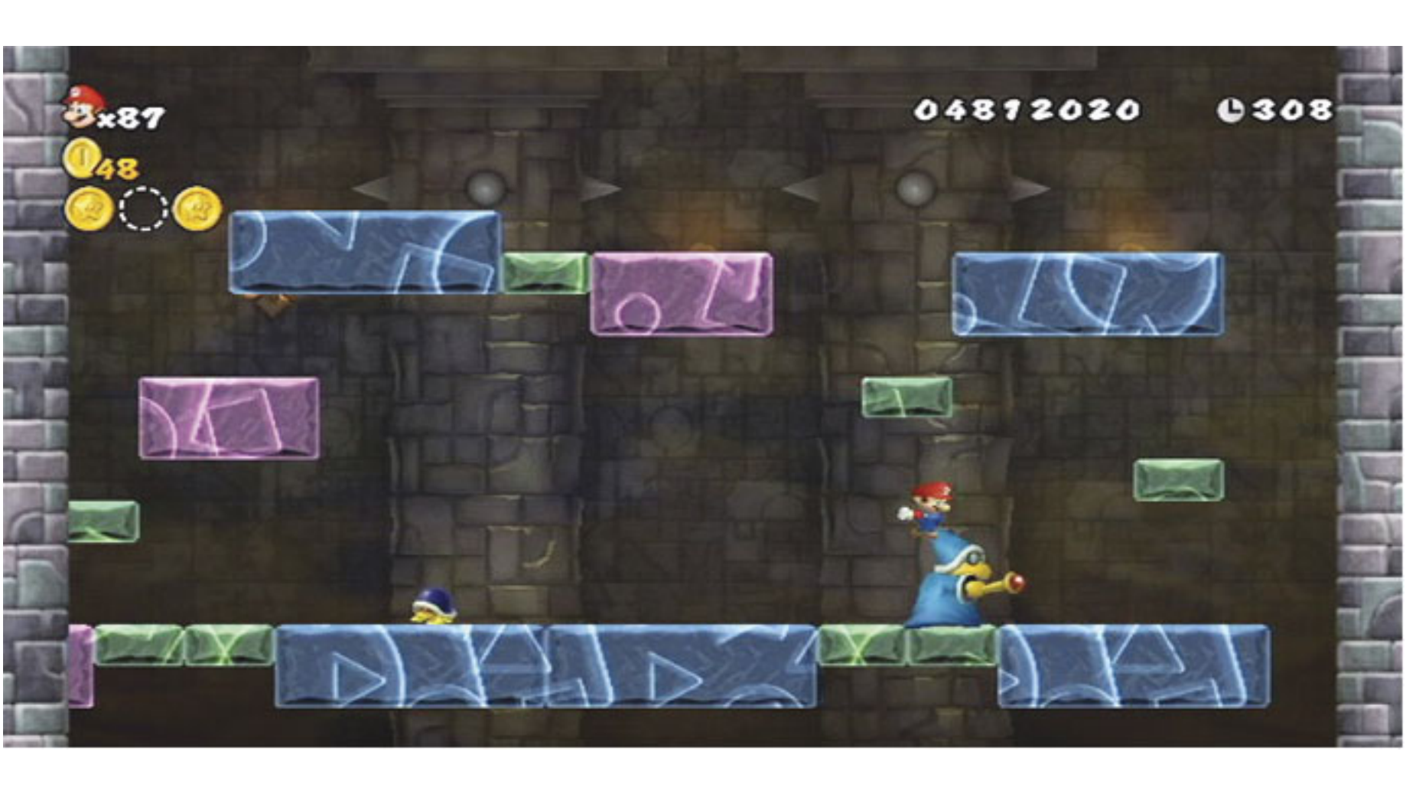
⑥ Run and slide under the small gap at Point 6 to grab the final Star Coin!

Boss Battle



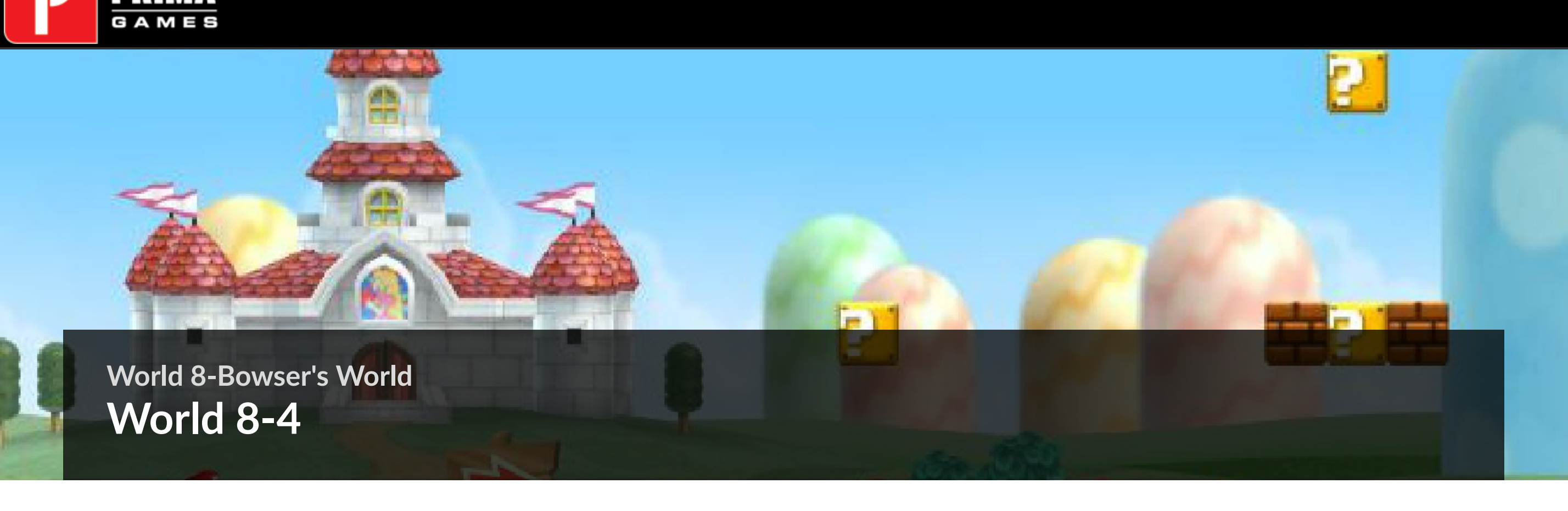
Rather than facing another Koopaling at the World 8-Tower, when you reach the top, you're greeted by Magikoopa! The menacing magician zooms by above you and doses the uneven platforms with magic dust from his wand. When he does, the platforms begin to move slowly from right to left.

Stay near the center of the room, jumping from platform to platform, and wait for Magikoopa to appear and fire off a magic blast from his wand. If it hits you, you'll take damage. If it hits a platform, it'll transform the platform into enemies or make it disappear.



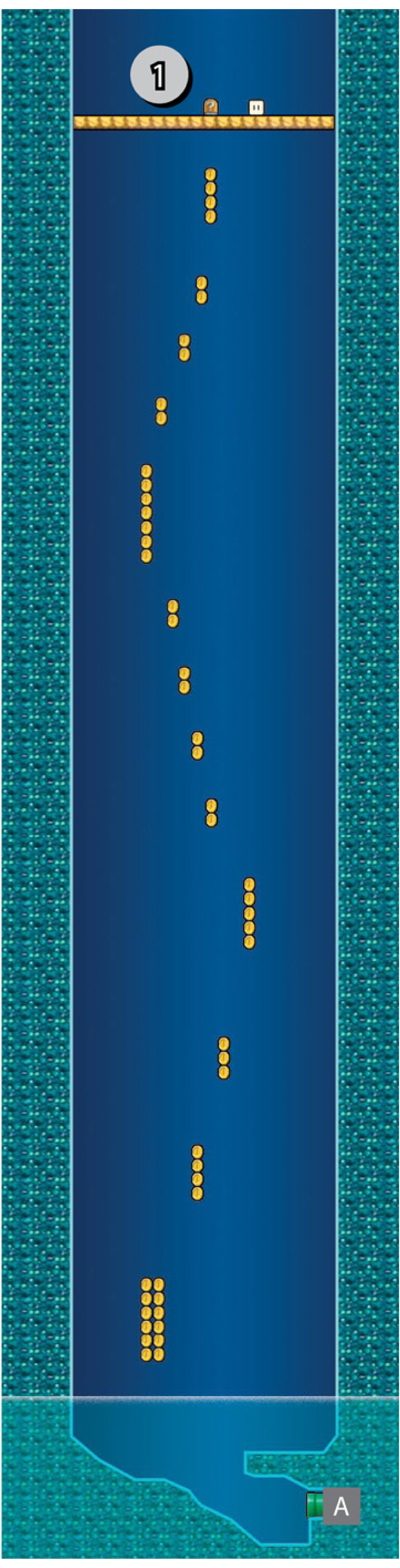
The platform could also turn into a power-up or several coins. As soon as he appears, rush Magikoopa and get the jump on him! He might appear and disappear two times before he finally uses his wand, so watch him carefully.

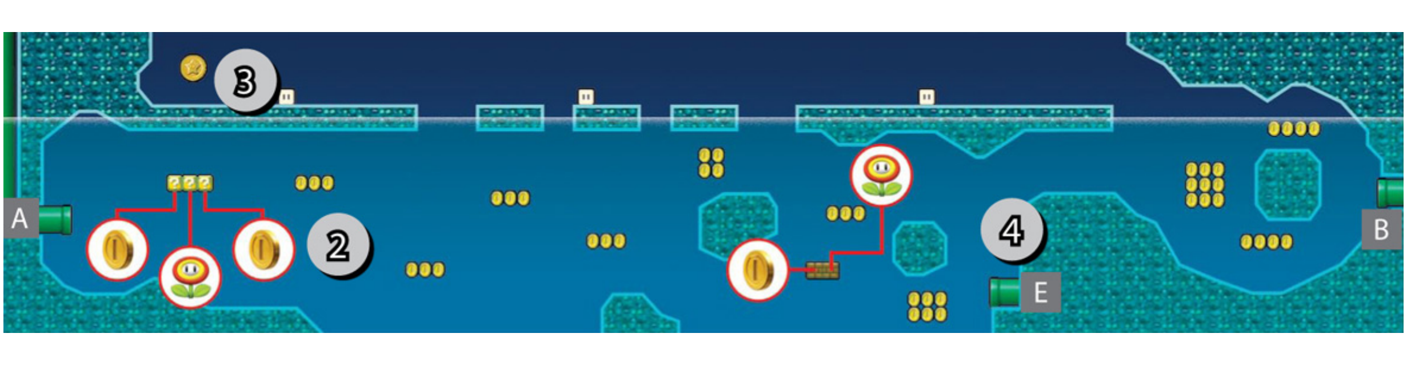
If he hits the platform you're standing on, move immediately or it'll give way under your feet and send you plummeting to your death. Pounce on his head three times to defeat him.

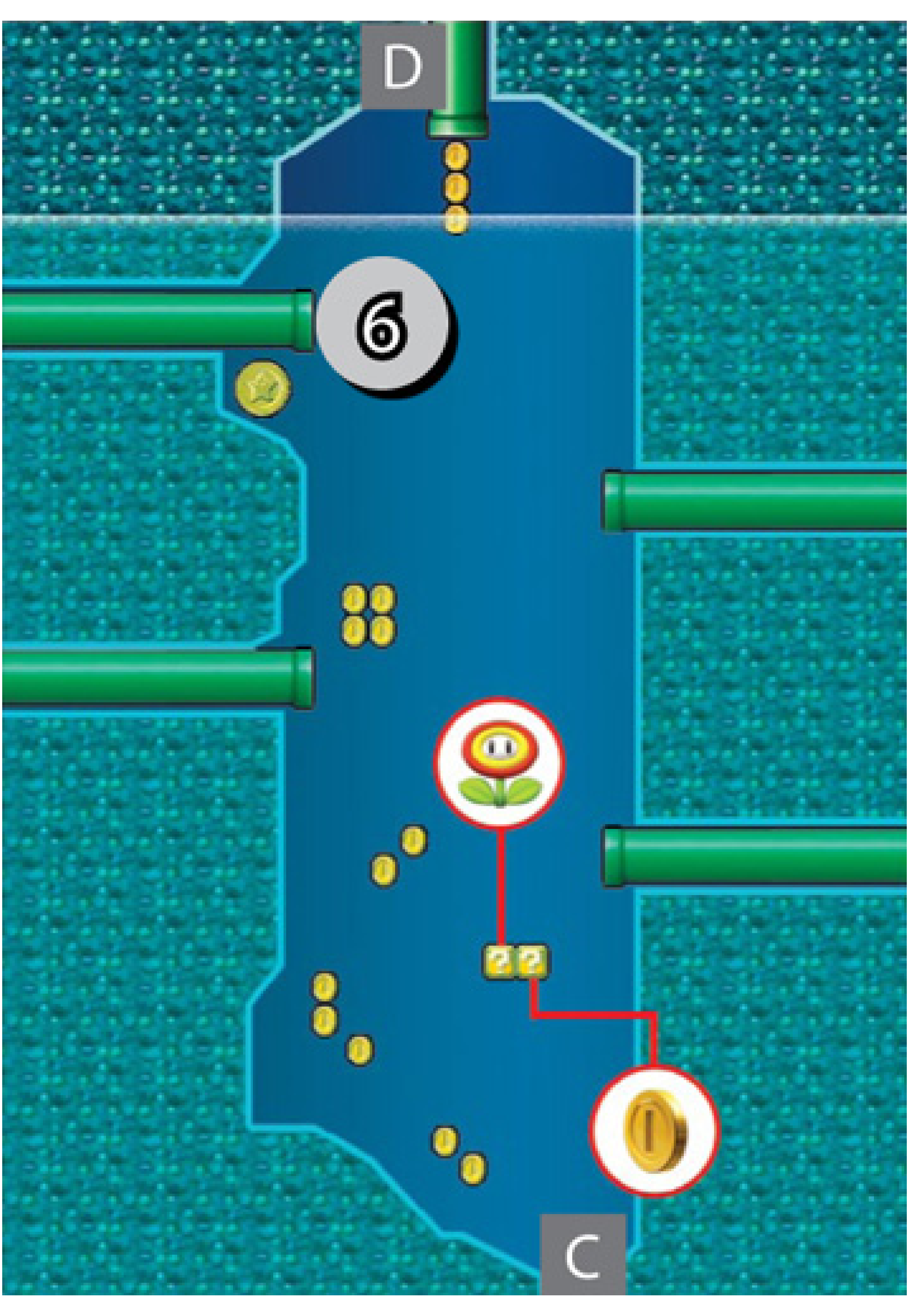


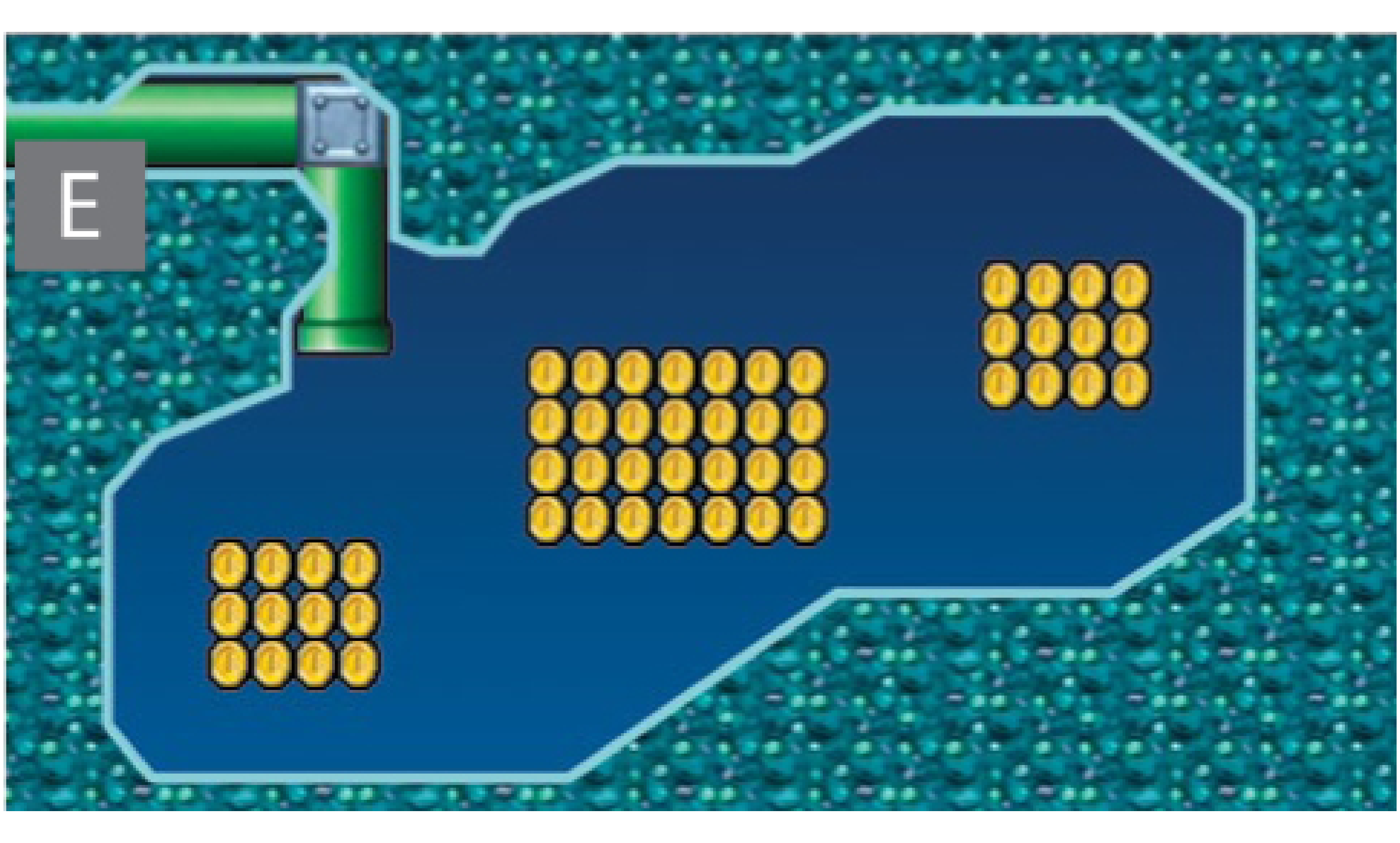
World 8-Bowser's World

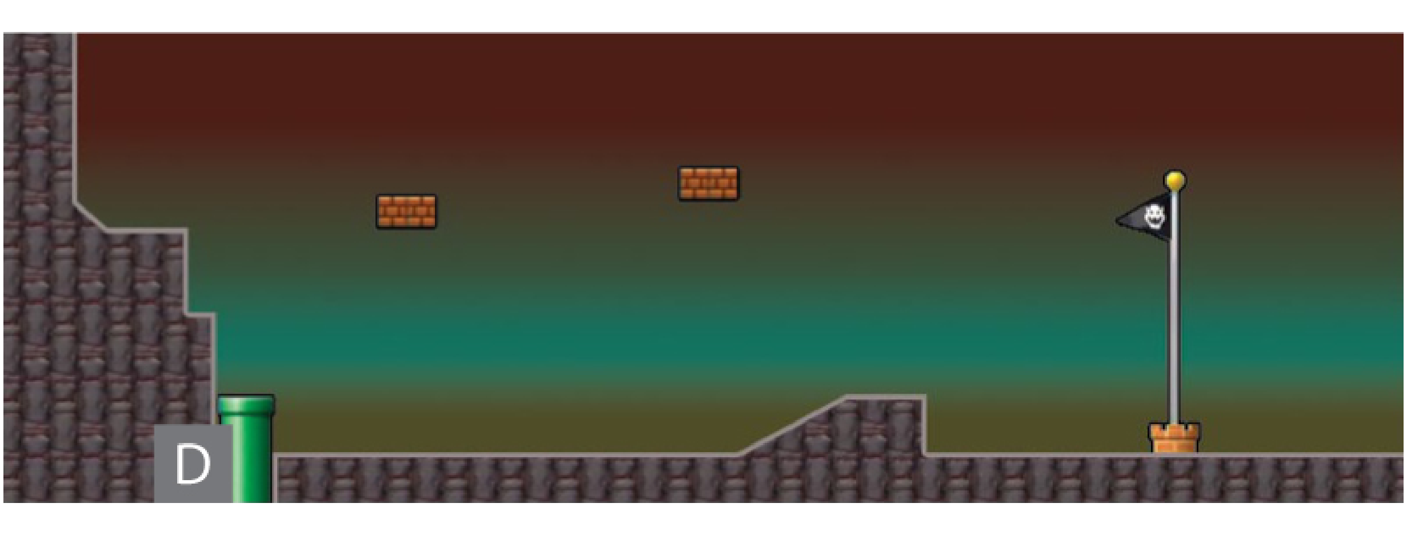
World 8-4

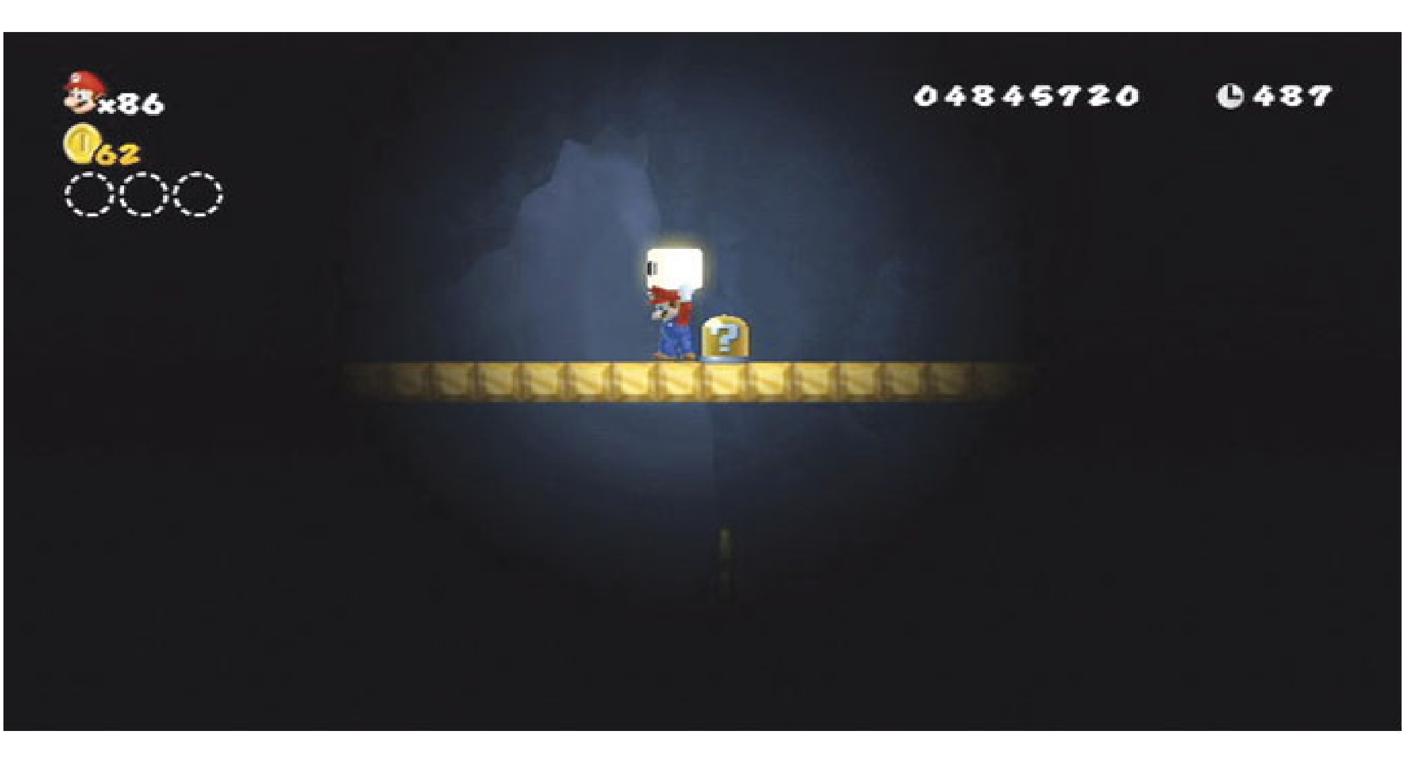




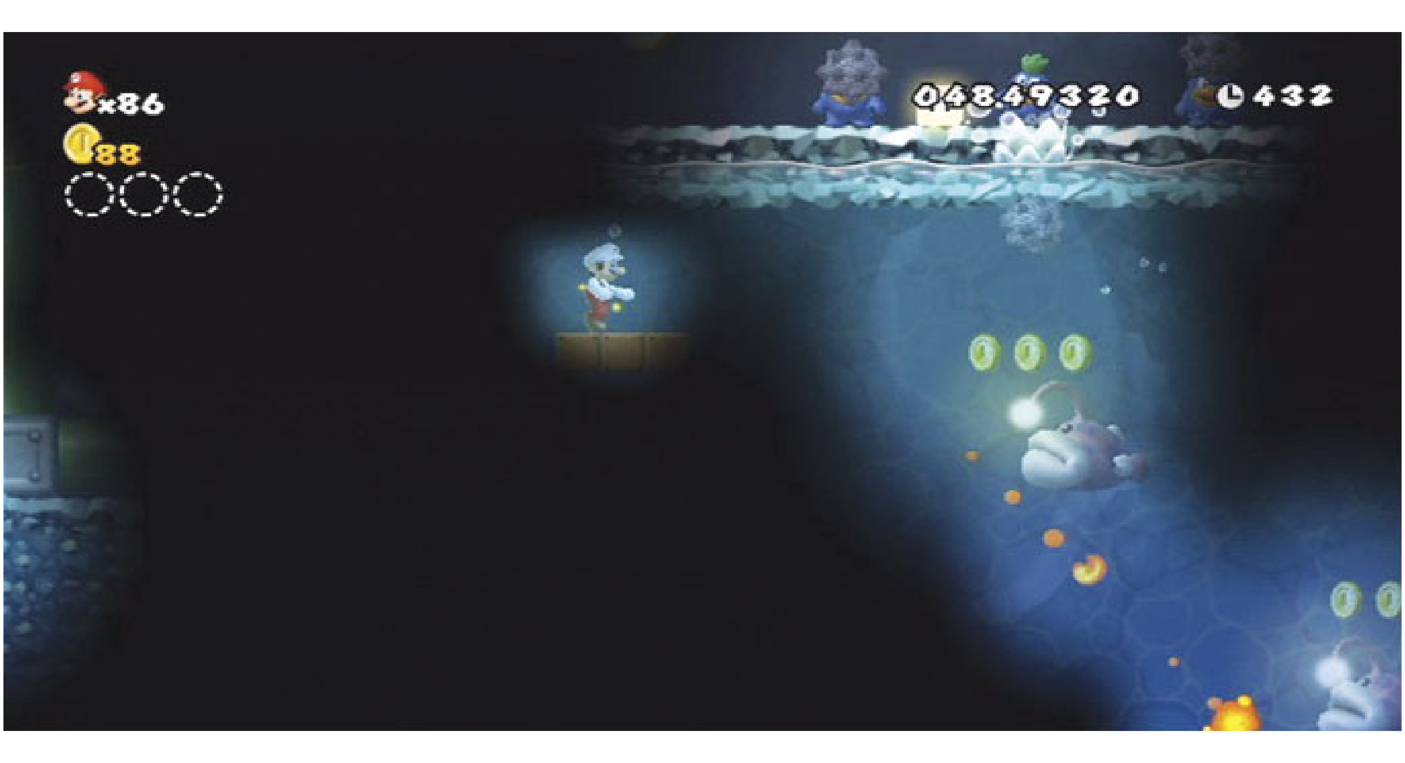




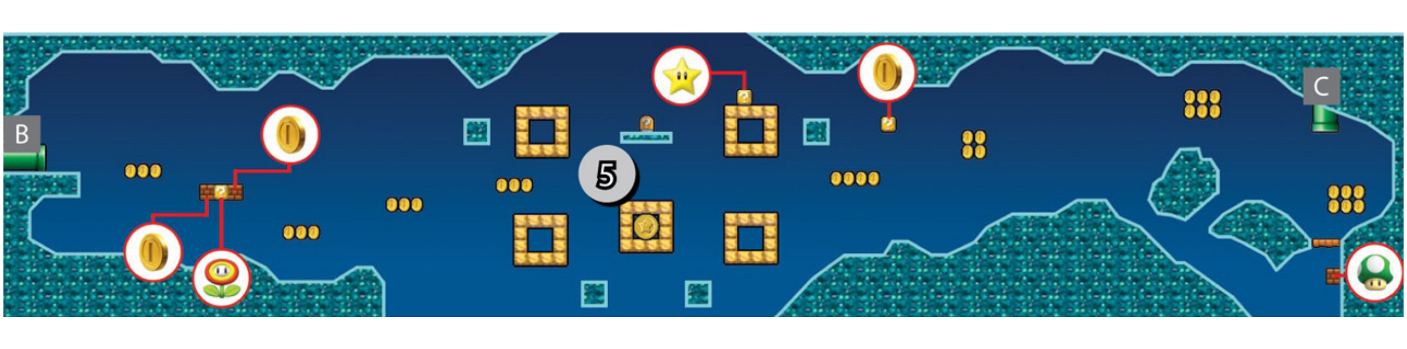



x86
62
04845720
487

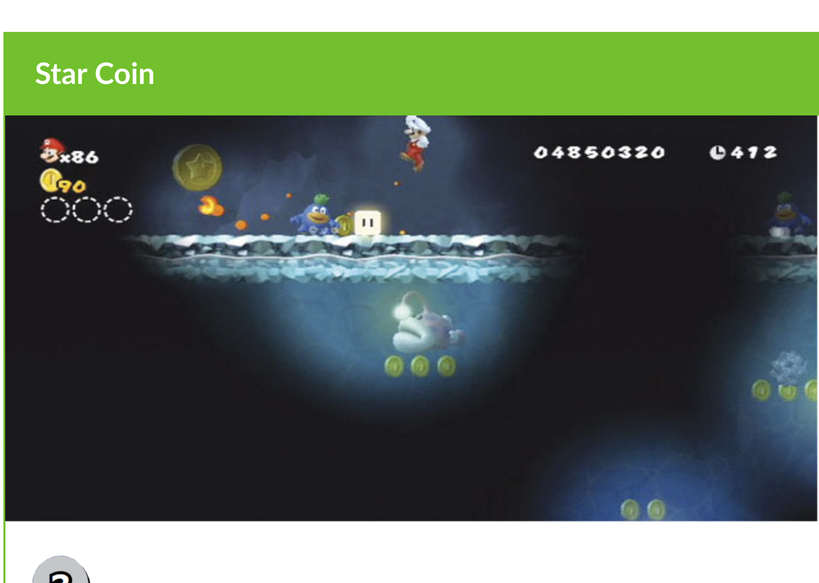
① Grab the Light Block at Point 1, then hit the ? Switch to make the floor disappear. As you fall, grab as many coins as you can.


x86
88
04849320
432

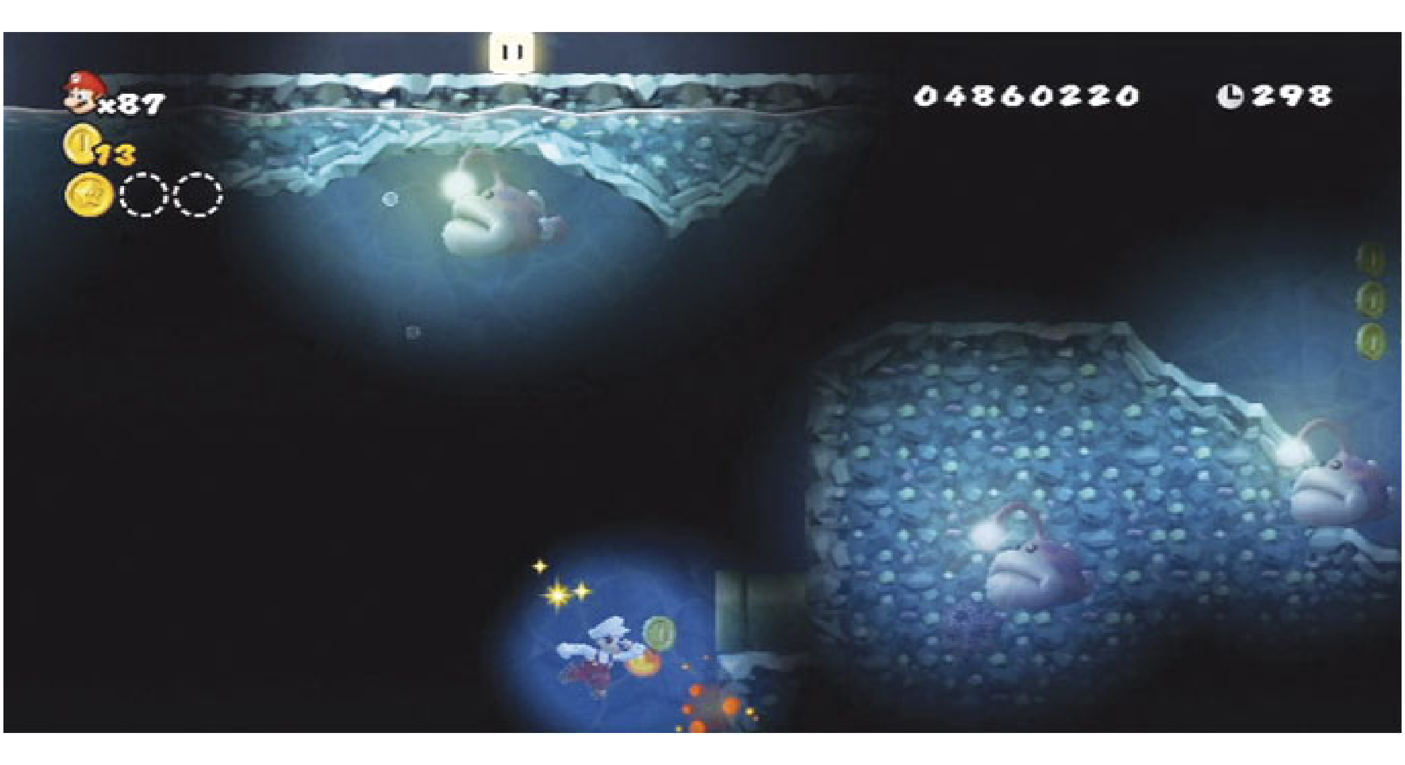
② Wait for the Bulbers to swim toward you and light the way ahead. As they do, watch for the boulders that fall from above and quickly swim past the Stone Spikes' attacks.



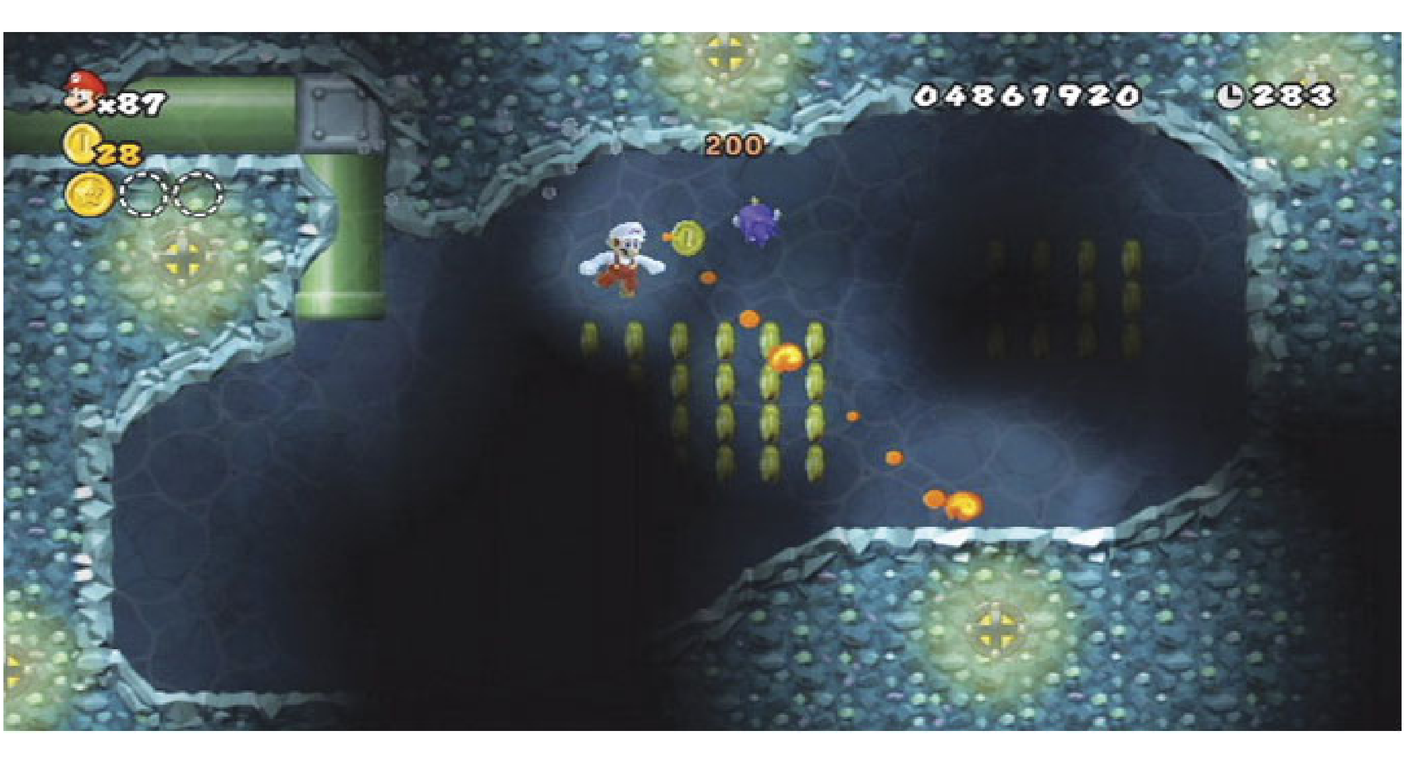
Star Coin


x86
90
04850320
412

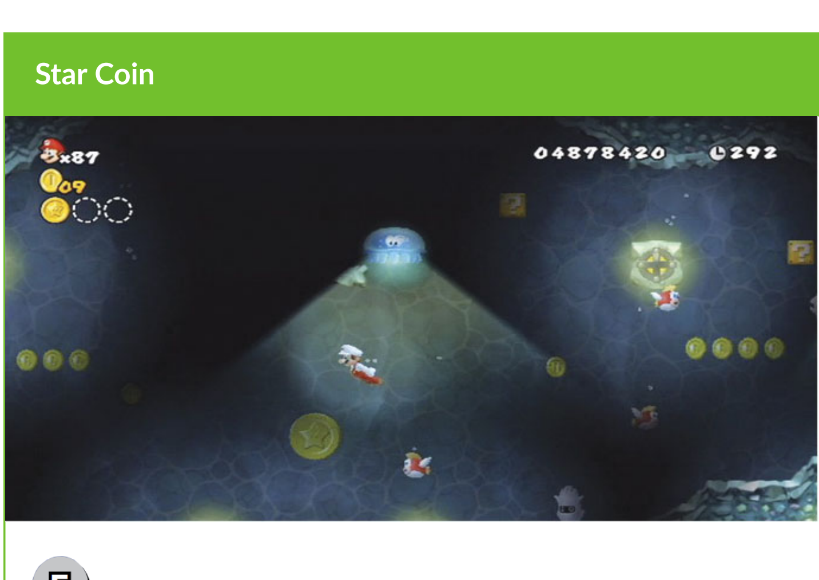
③ Swim up to the ledge where the first few Stone Spikes are perched and take them out. Walk all the way to the left and find the first Star Coin.


x87
13
04860220
298

④ Go through the pipe at Point 4 to find a small room with several coins and a Spiny Cheep Cheep!

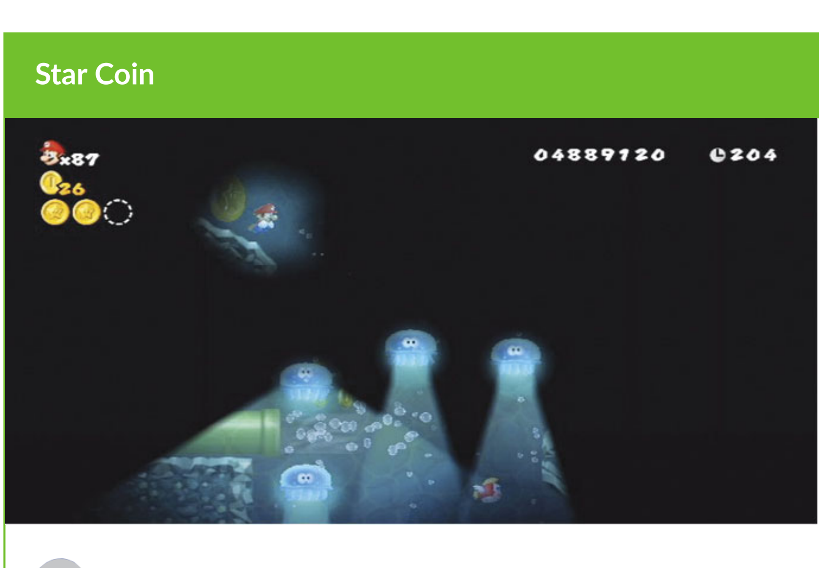

x87
28
04861920
283
200

Star Coin

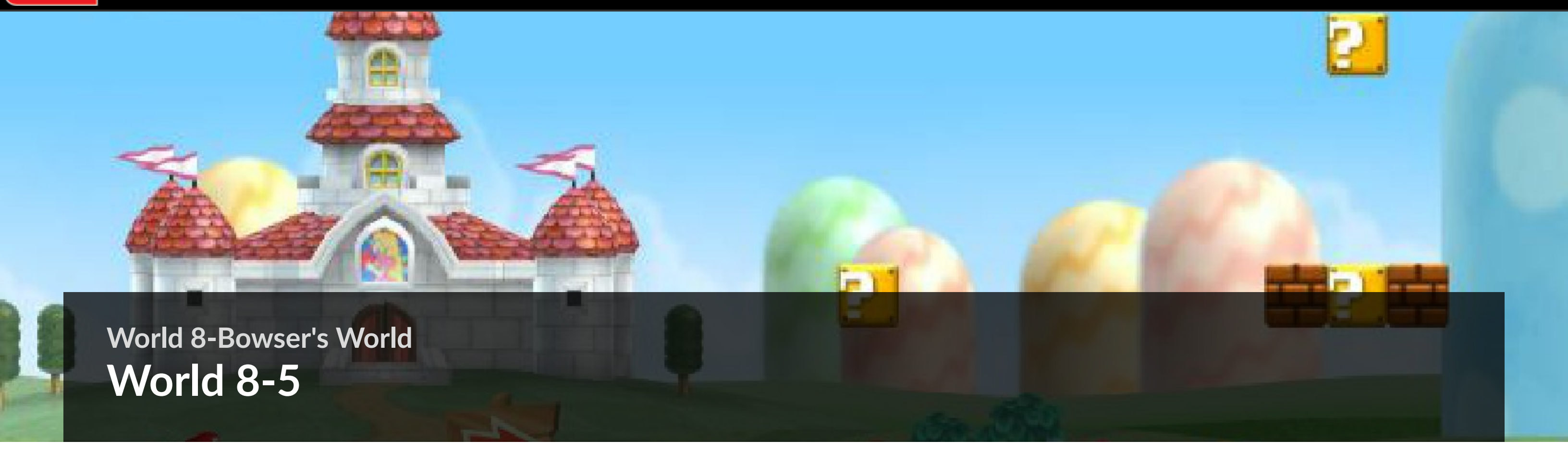

x87
09
04878420
292

⑤ The next Star Coin is surrounded by a protective box. To remove it, hit the P Switch on the ledge above it. Unfortunately, this also removes the boxes around the Bloopers nearby. As soon as you hit the P Switch, drop down to get the Star Coin, then swim away! If you take too long in reaching the Star Coin, the Bloopers will swarm you.

Star Coin

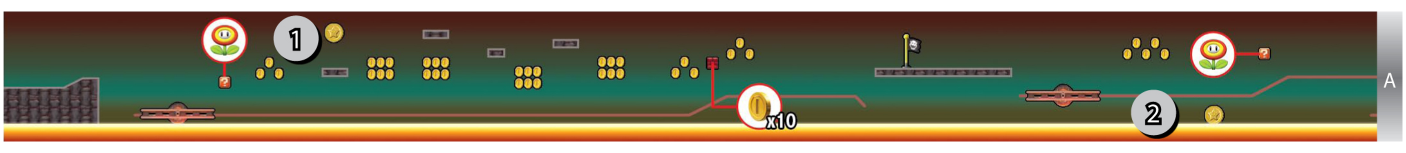

x87
26
04889120
204

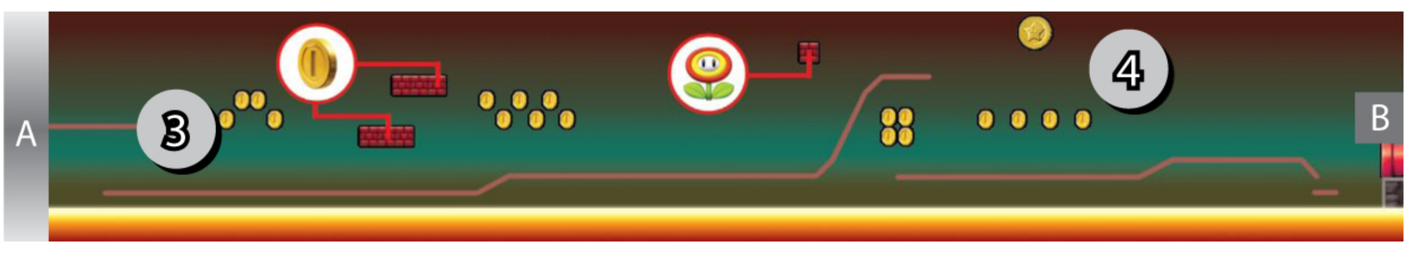
⑥ Swim up the tall section of the map and use the bubble-jet pipes to propel you left and right as you go. When you reach the top, wait for the Jellybeam to drop, then let the final bubble-jet pipe on the right blast you left, directly into the third Star Coin.

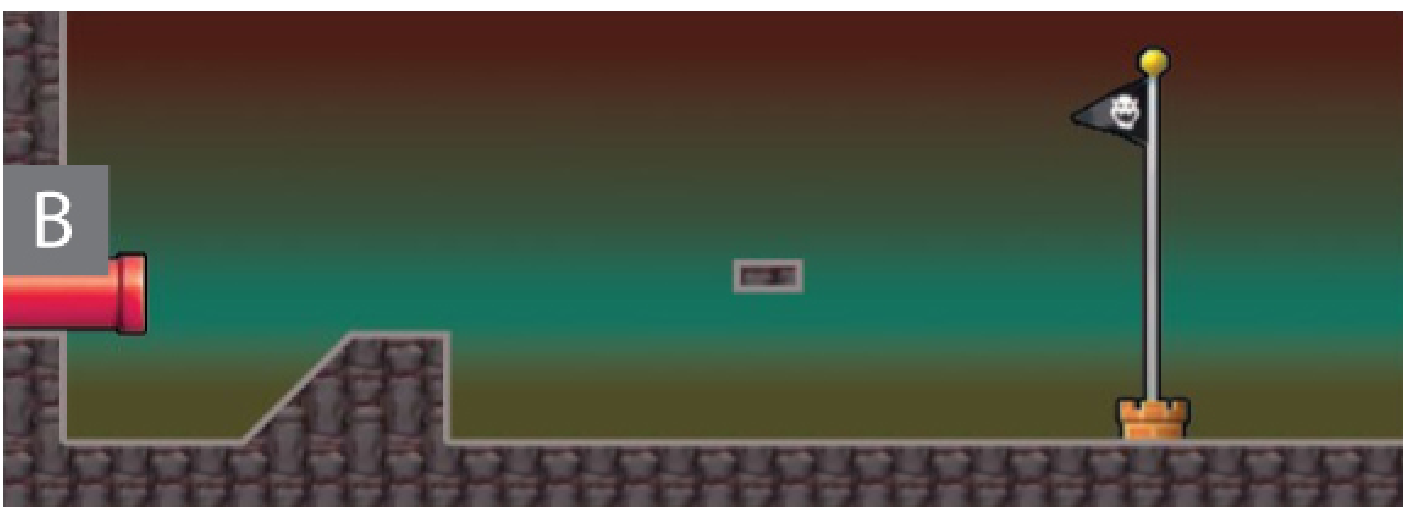


World 8-Bowser's World

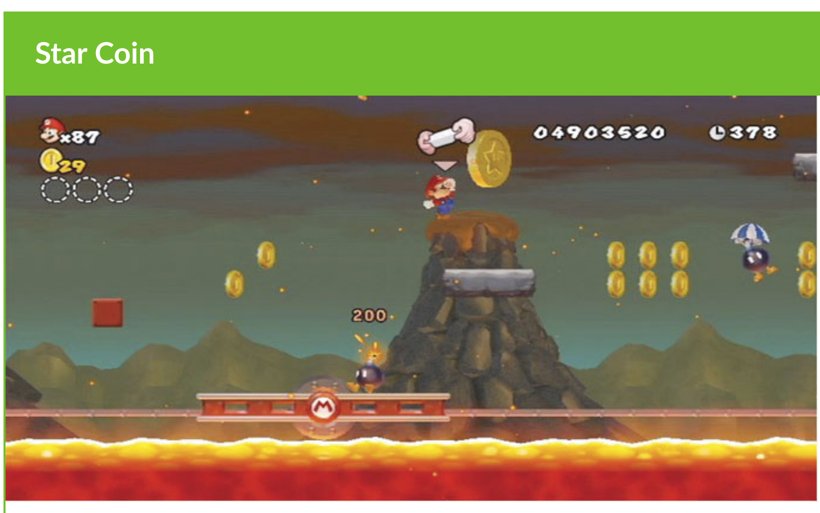
World 8-5





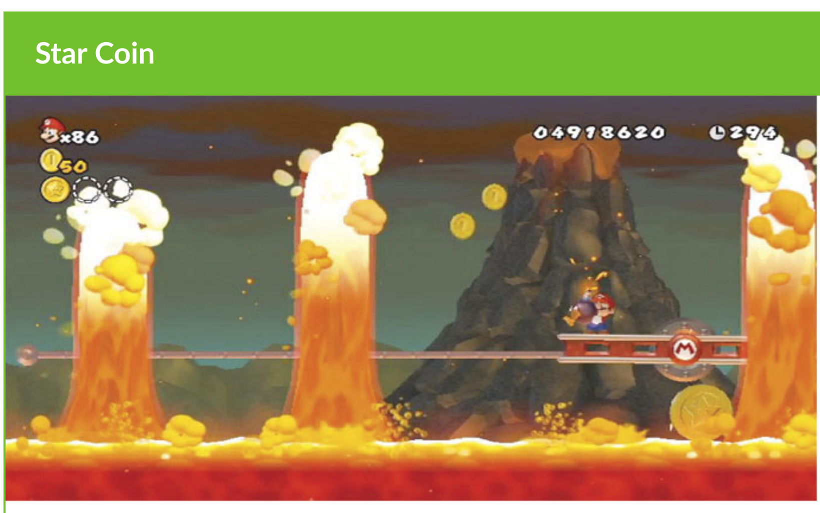


Star Coin


x87
29
04903520
378
200

① Simply move the girder near the Star Coin and jump onto the platform. Hop up to and grab the Star Coin. Easy!

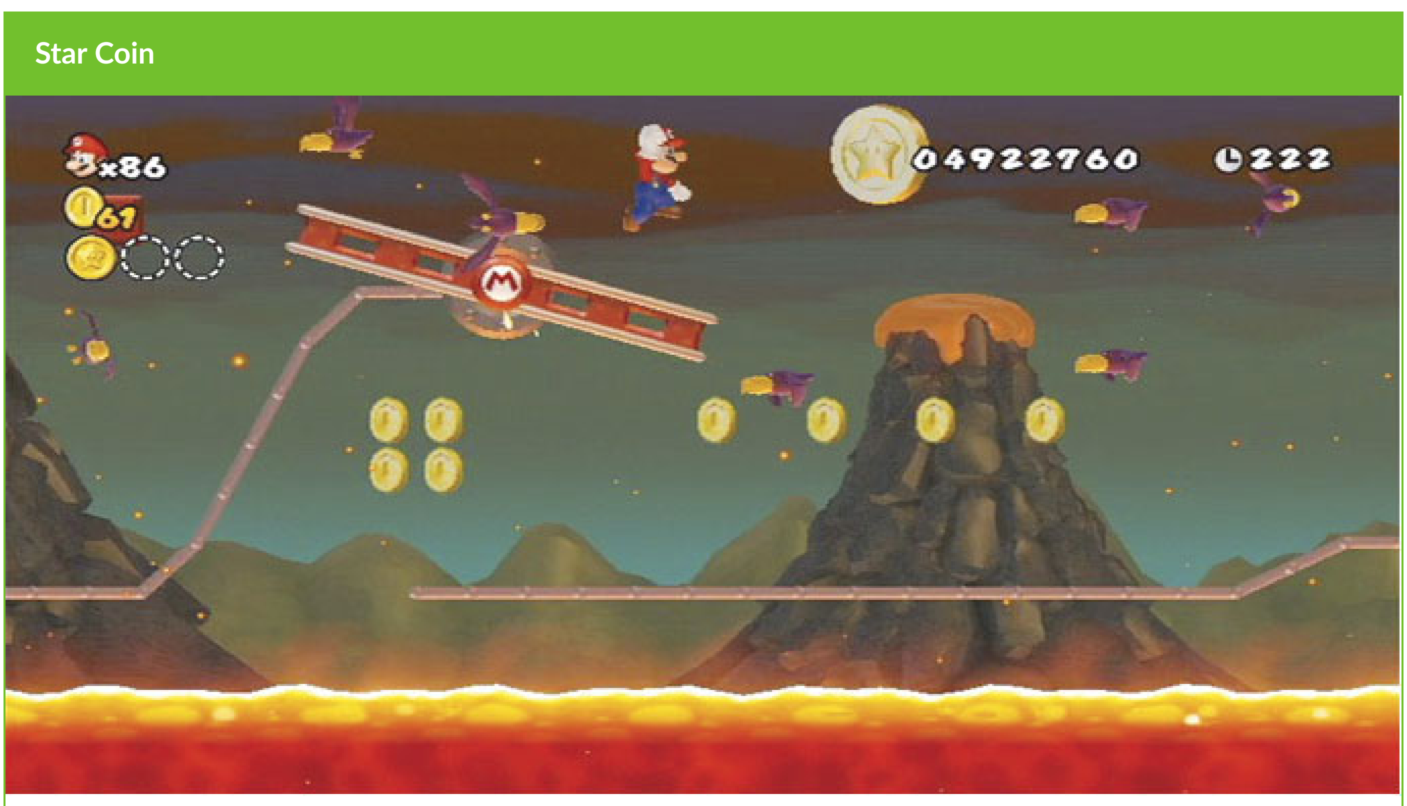
Star Coin


x86
50
04918620
294

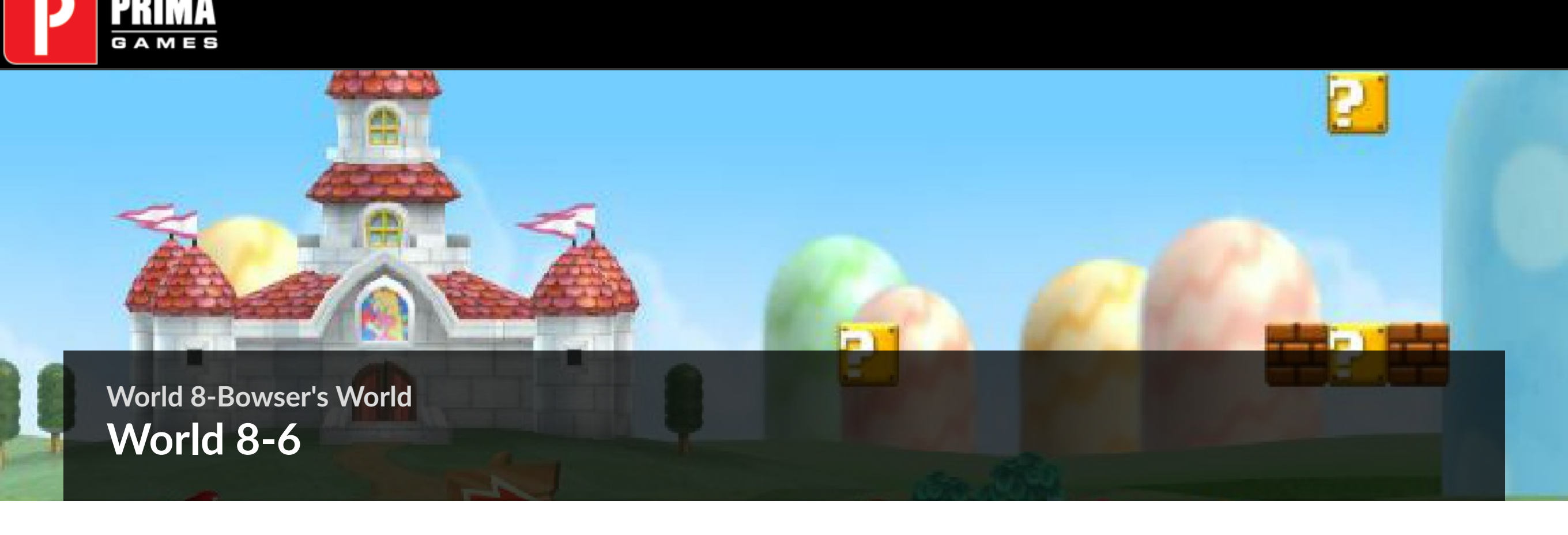
② The second Star Coin is located below the girder's path, just above the lava. Nab it by tossing a Bob-omb at it!

③ This section of track is guarded by a flock of ravens. Having the Fire Flower will really help your chances for survival!

Star Coin

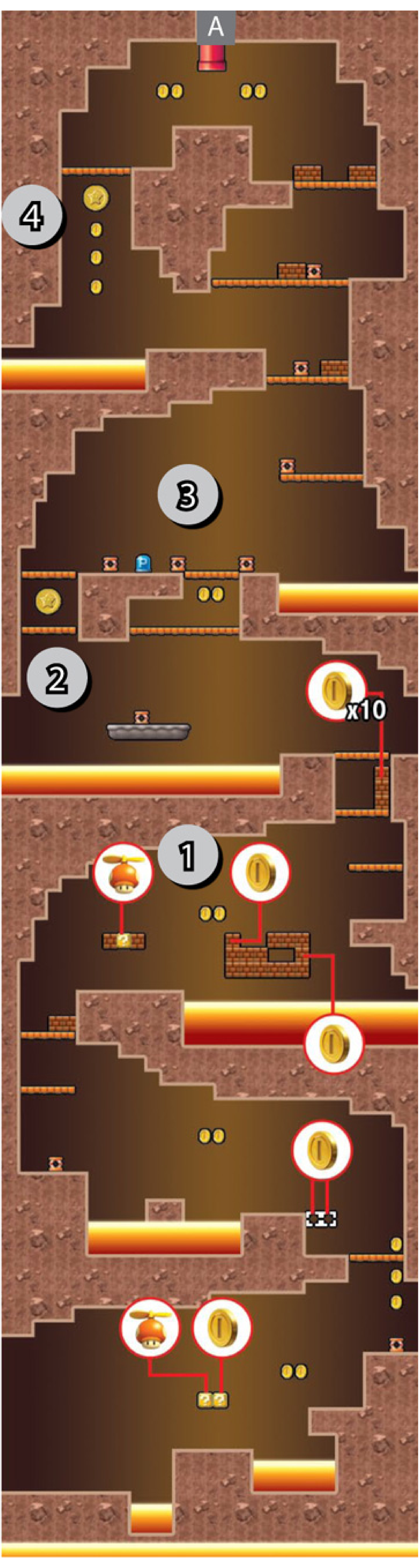

x86
61
04922760
222

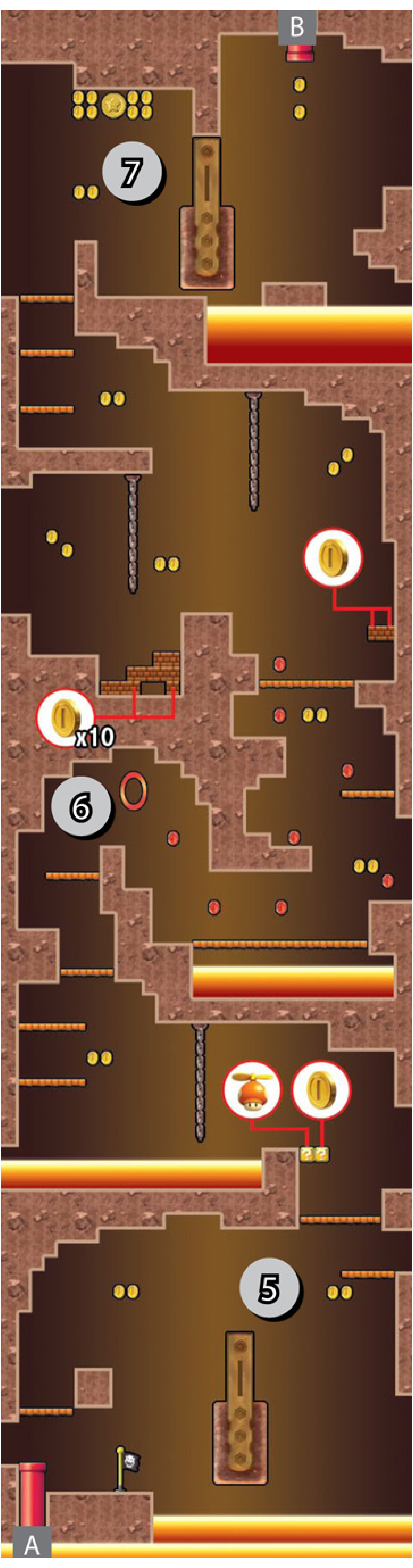
④ The final Star Coin is floating over the end of the girder's rail at Point 3. Ride the girder out, then leap off at the last second to grab it. If you miss it on the way down, leap off a raven to reach it.

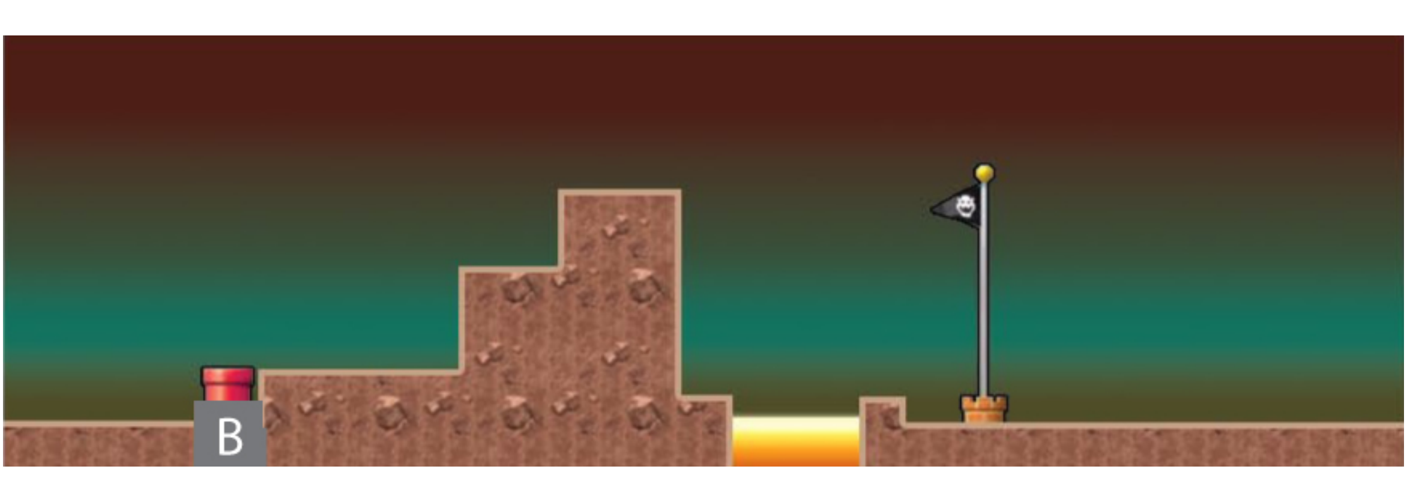


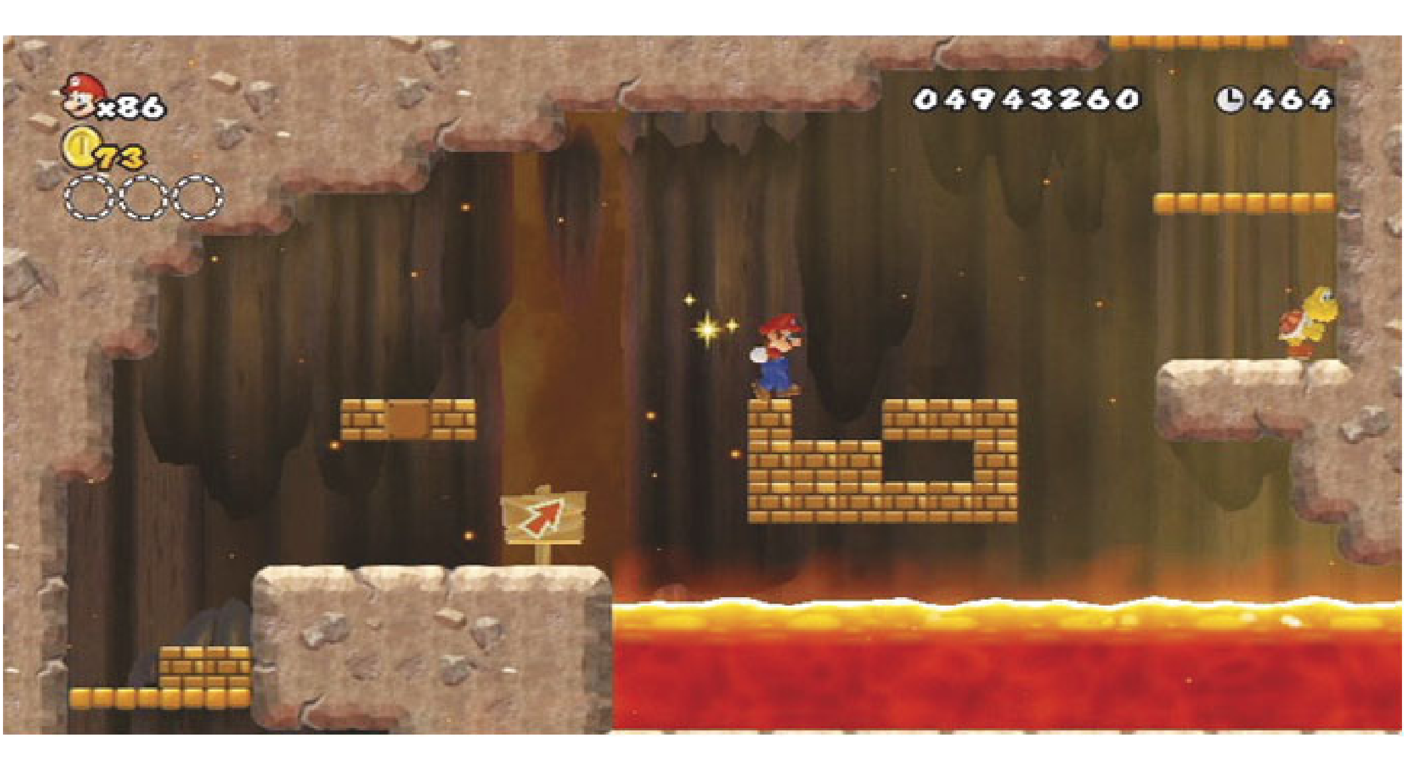
World 8-Bowser's World

World 8-6



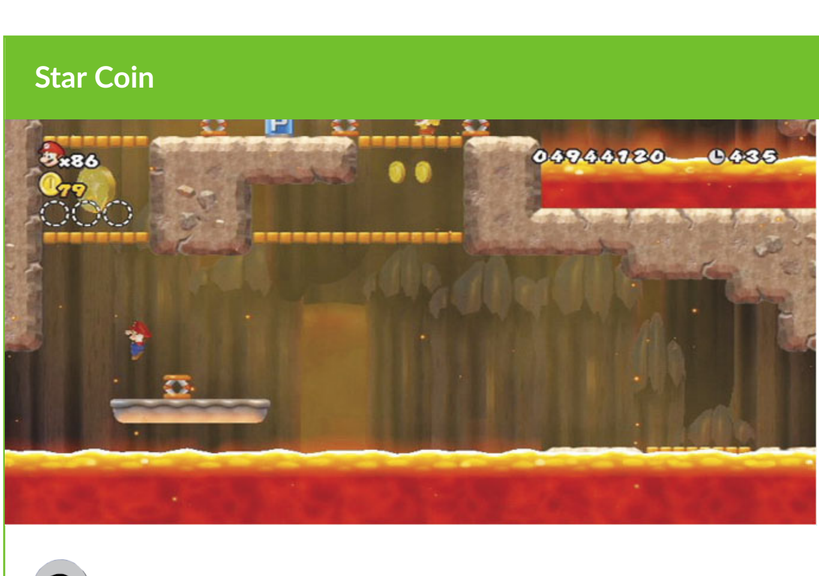




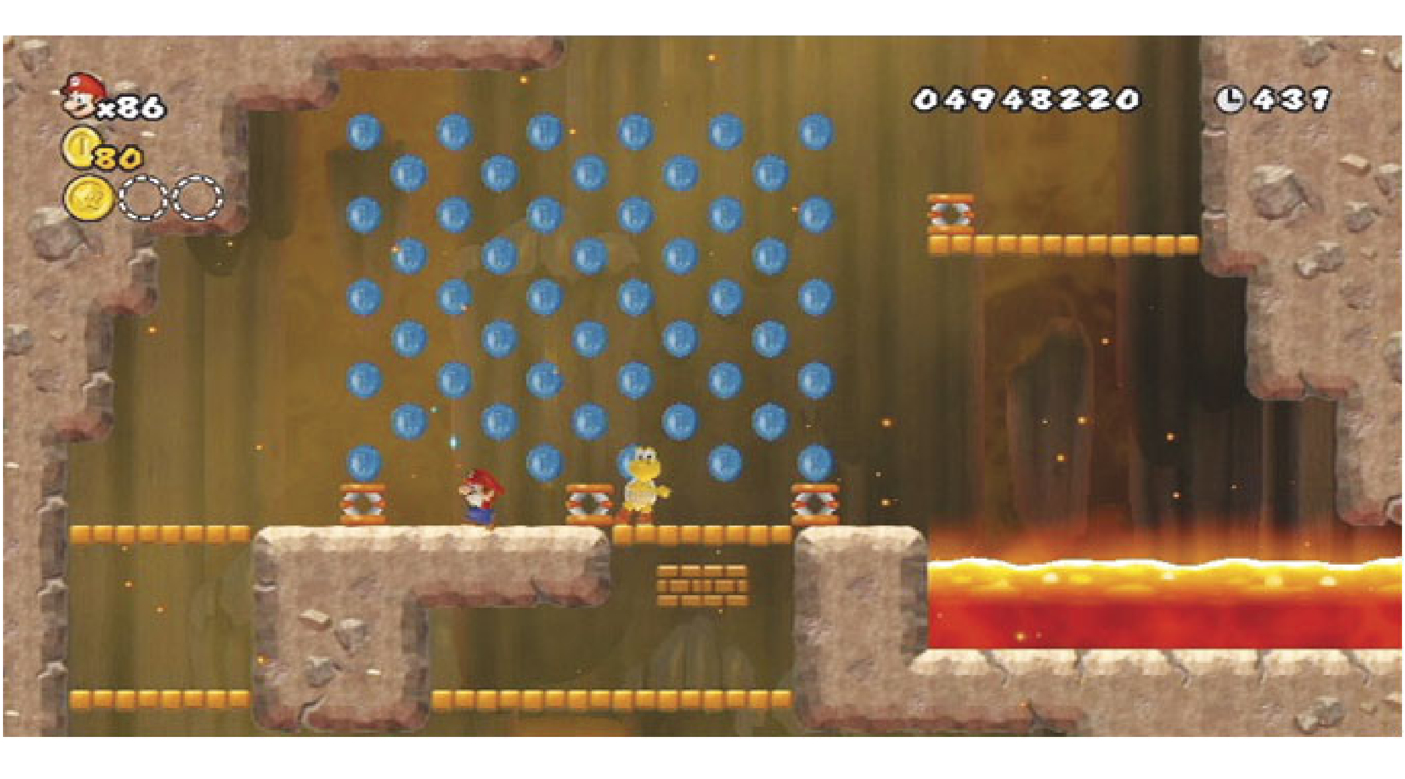


① The key to making it up this level is to always be on the move and to stay ahead of the rising lava!

Star Coin

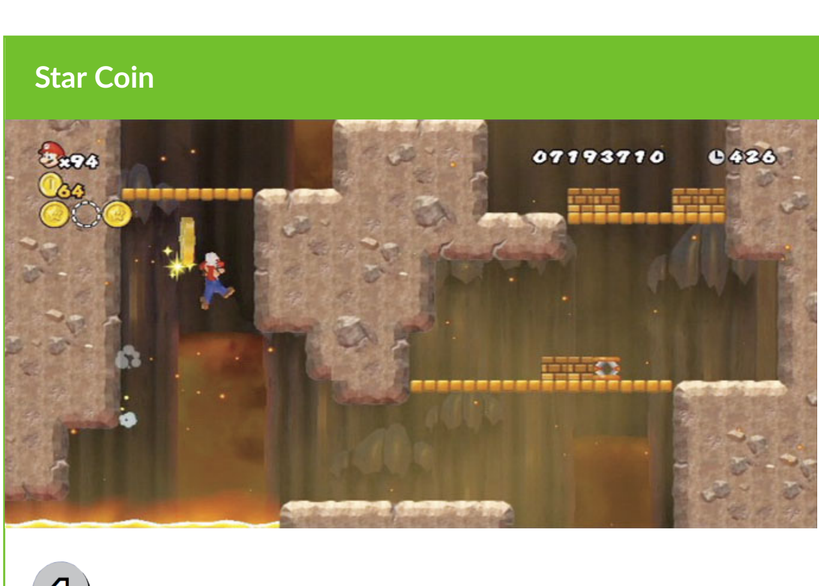


② Use the trampoline at Point 2 to reach the first Star Coin. Wait for the platform to move to the left, then quickly bounce off the trampoline onto the ledge above. Nab the Star Coin and continue jumping upward to avoid getting caught in the rising lava.

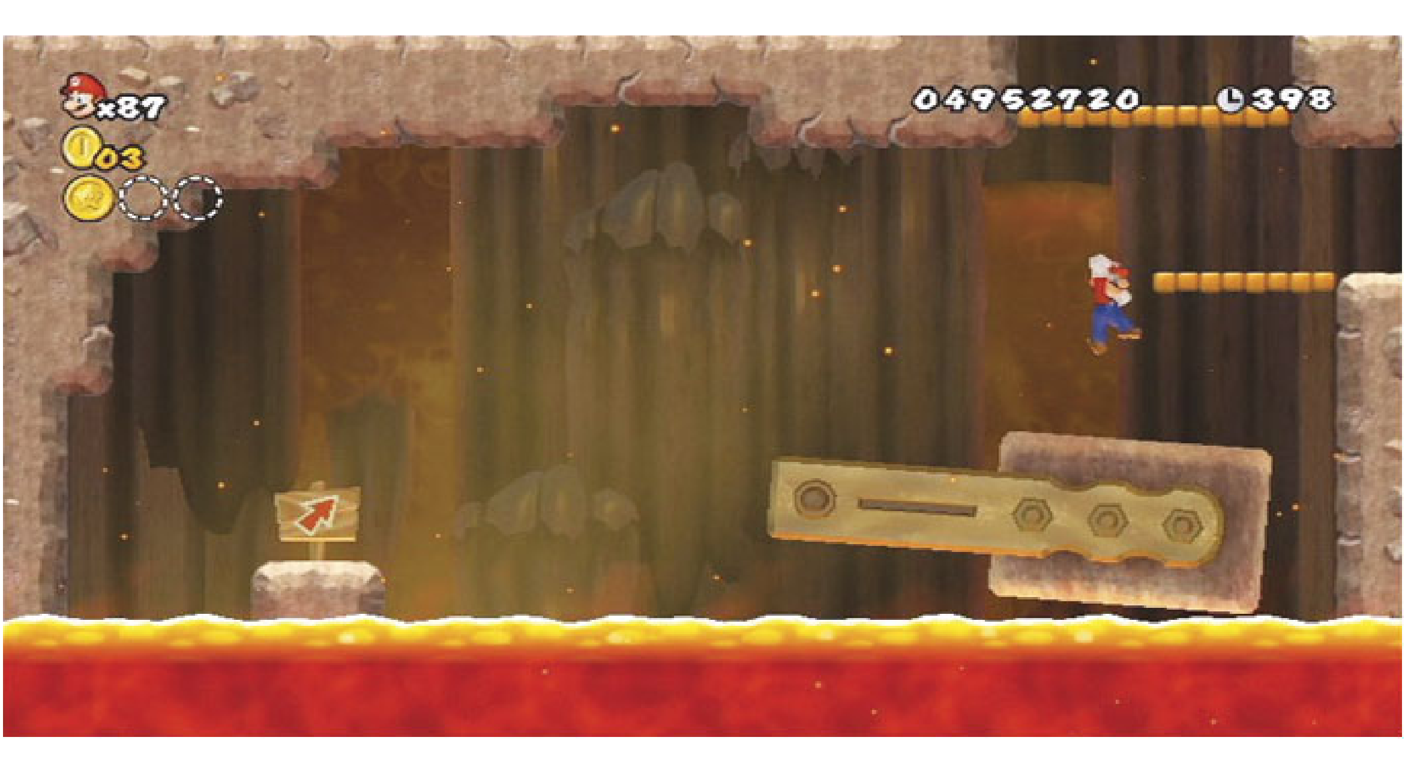


③ Hit the P Switch at Point 3 to reveal a large area full of blue coins. Bounce off the springs to grab as many coins as you can.

Star Coin

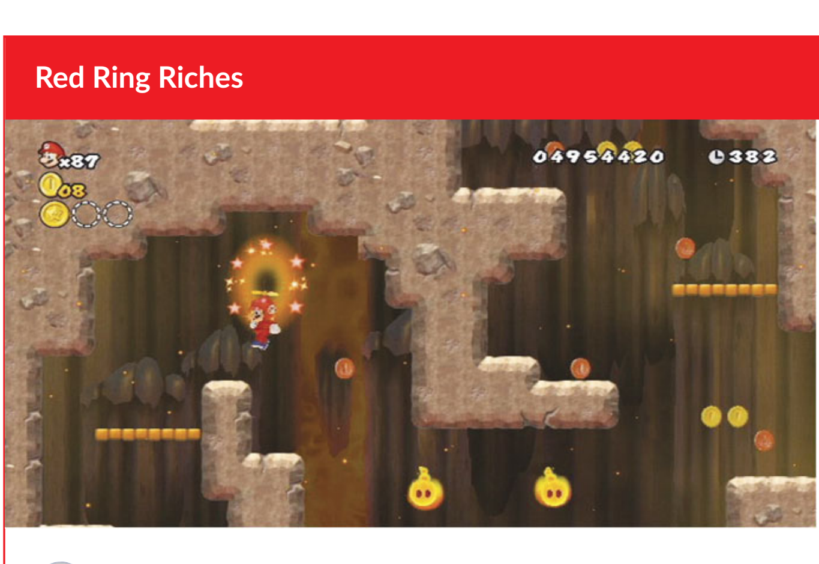


④ The second Star Coin is in a gap on the right side of Point 4. Run and jump out onto the left wall, then Wall-Jump up to grab it.



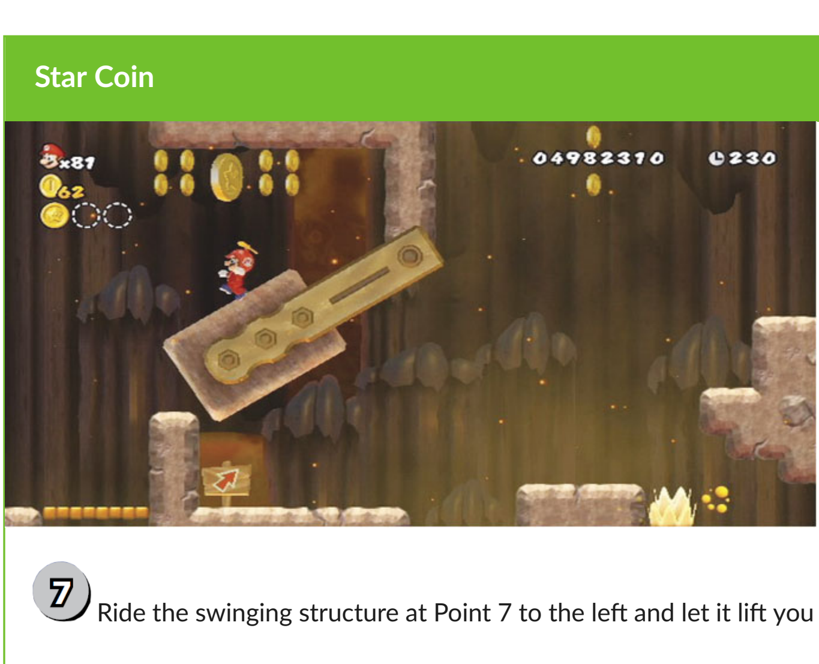
⑤ Wait for the large swinging structure at Point 5 to swing to the right. Dash across to reach the ledge on the far-right wall.

Red Ring Riches

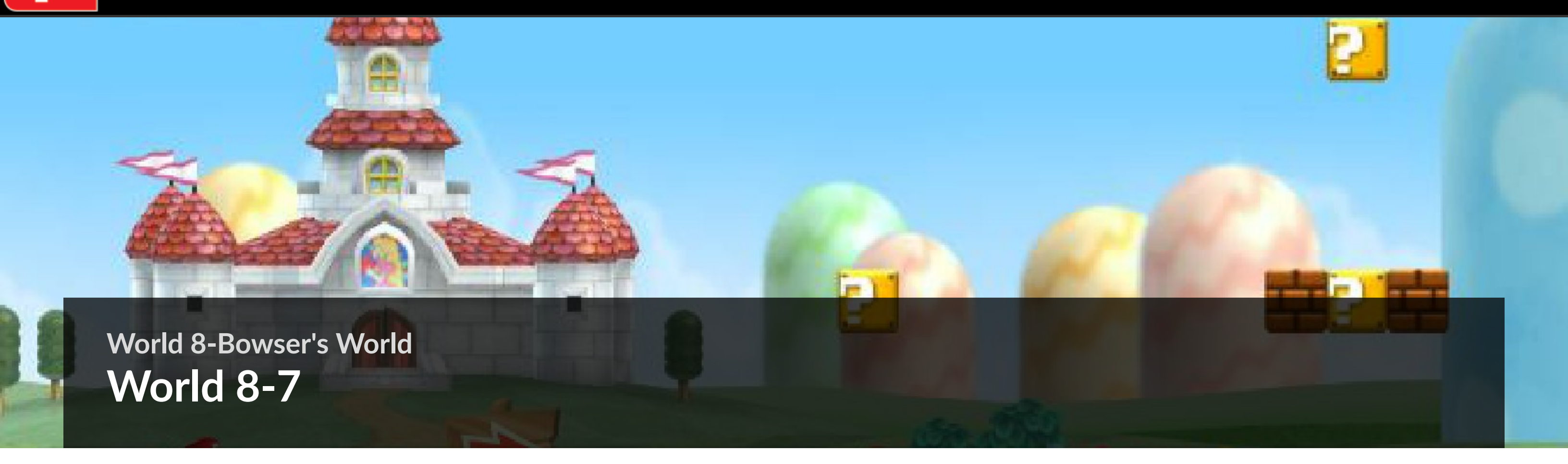


⑥ The Red Ring at Point 6 reveals eight red coins scattered across the right side of the level leading upward. Grab the first four on the way down. Then jump up the ledges on the right to grab the final four.

Star Coin

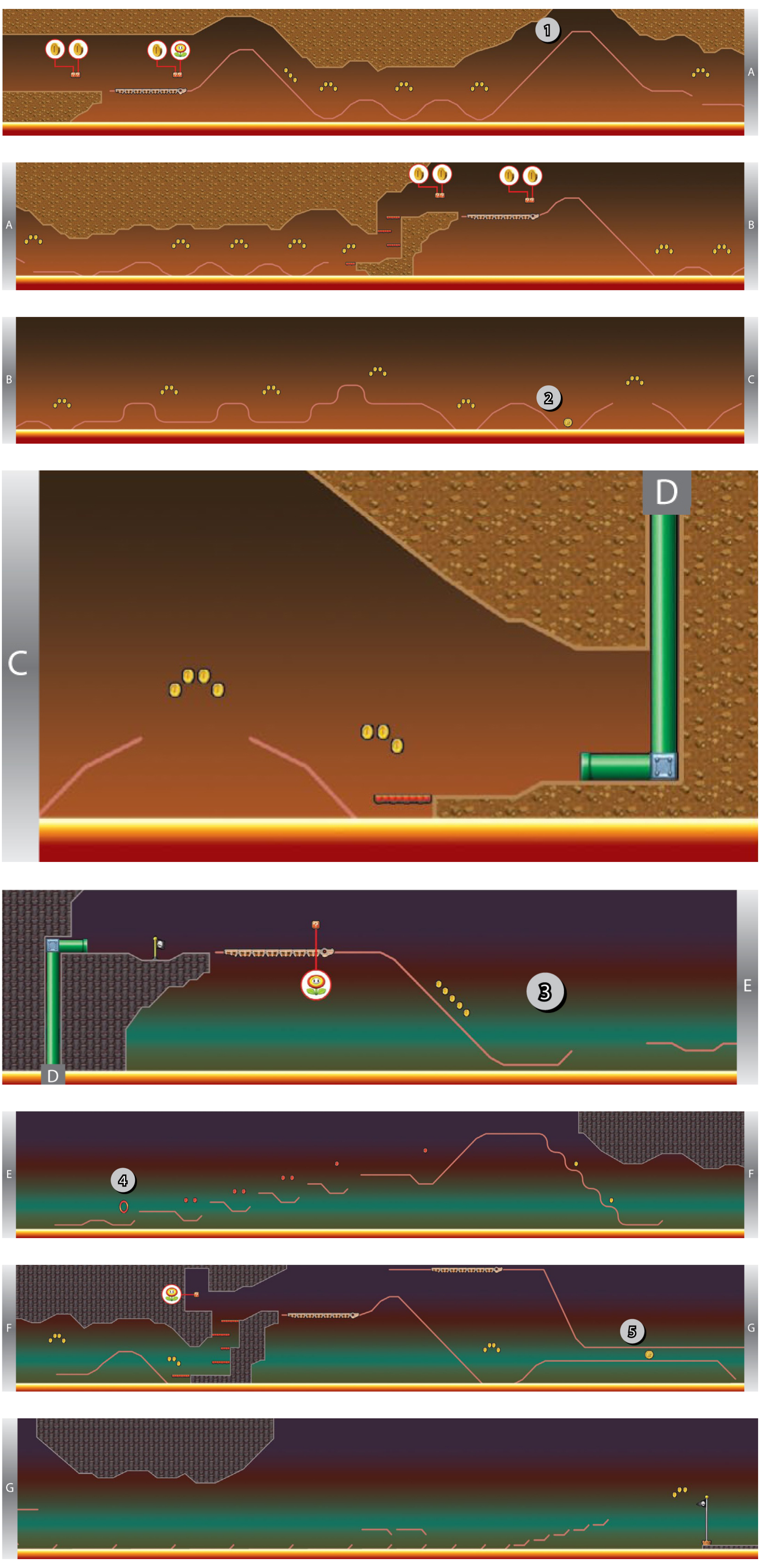


⑦ Ride the swinging structure at Point 7 to the left and let it lift you up to the final Star Coin.

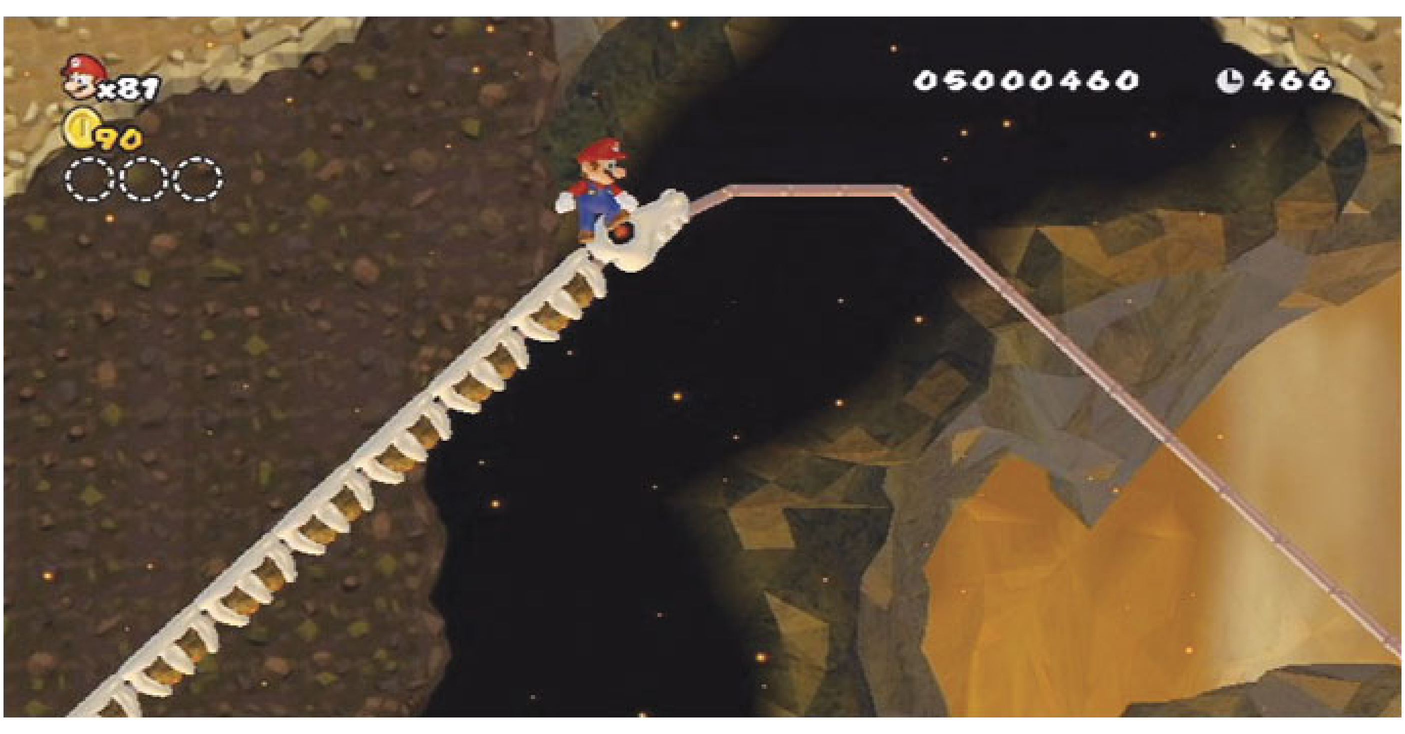


World 8-Bowser's World

World 8-7

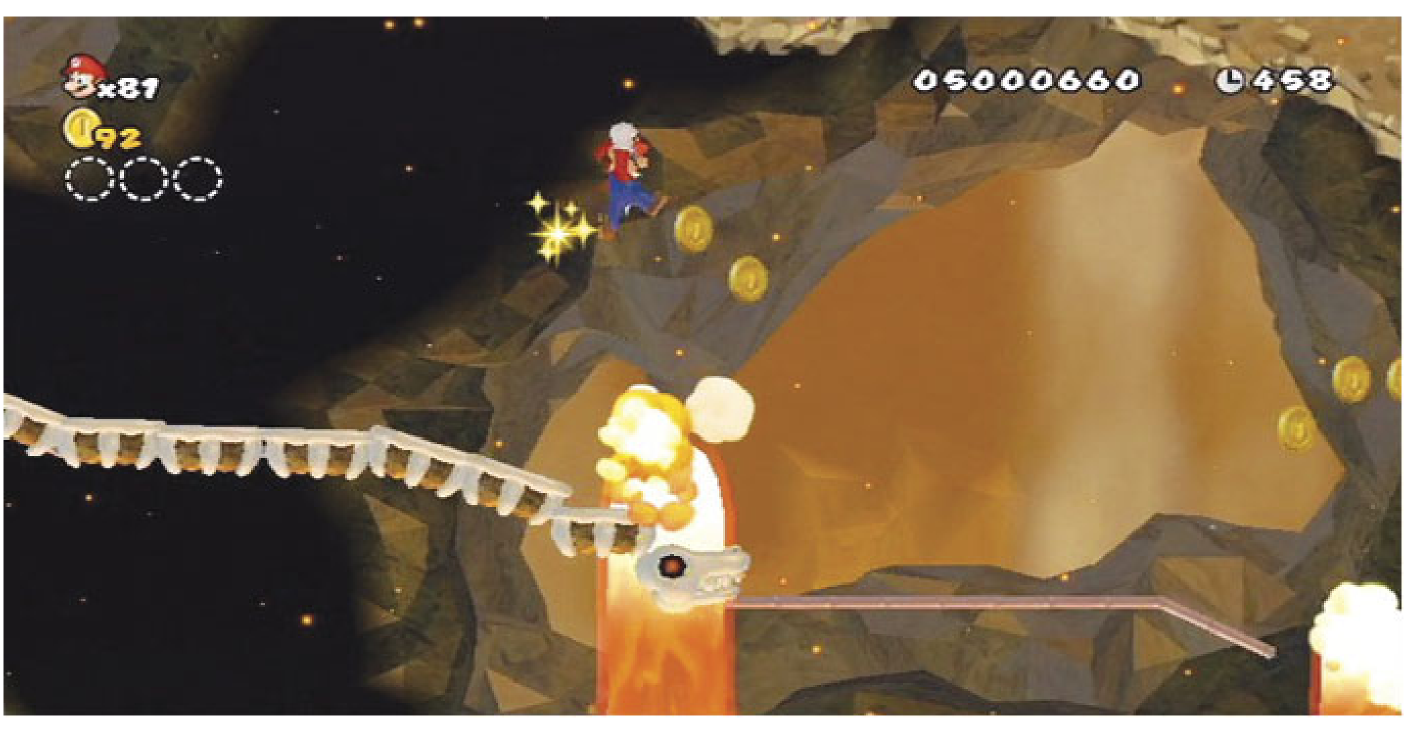


1
A
B
2
C
D
3
E
4
F
5
G



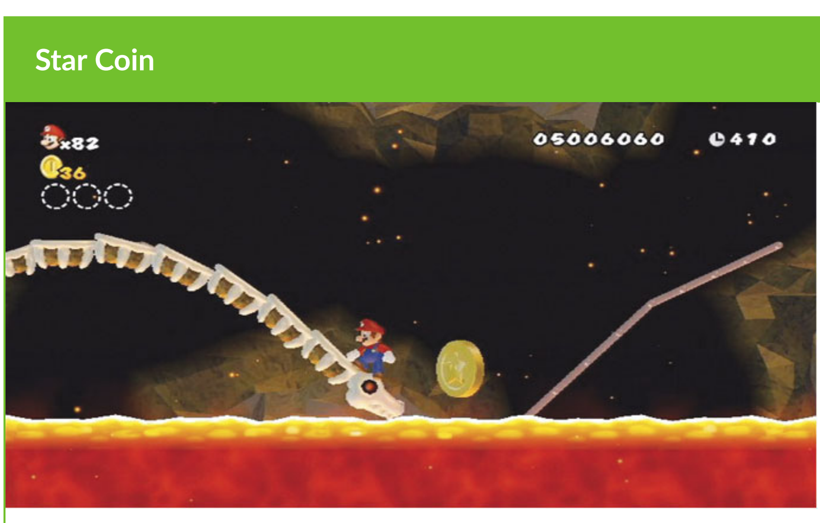
x81
90
05000460
466

① Hop onto the bone platform and stand on the head at the very front. Once it starts careening down the rail jump up to grab the coins and dodge the lava geysers in your path.



x81
92
05000660
458

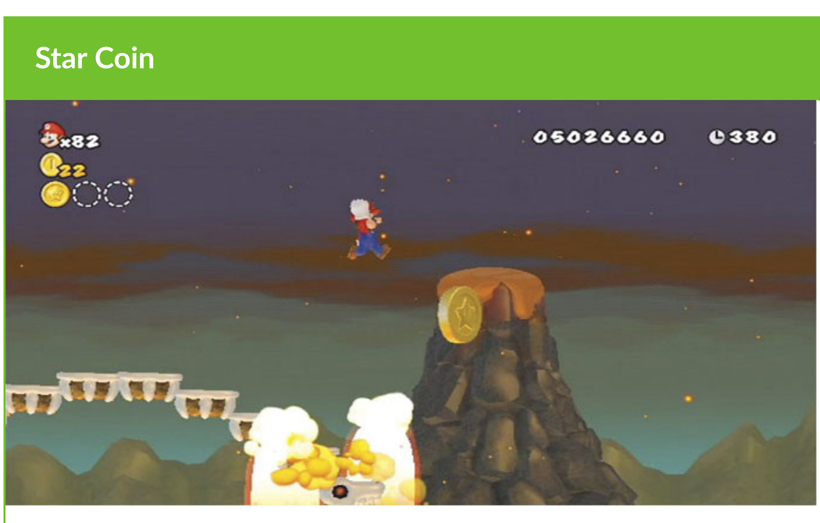
Star Coin



x82
36
05006060
410

② Stay at the front of the bone platform and ride it into the small dip at Point 2. Just before it carries you into the lava, leap up to cross the dip and grab the Star Coin in the process.

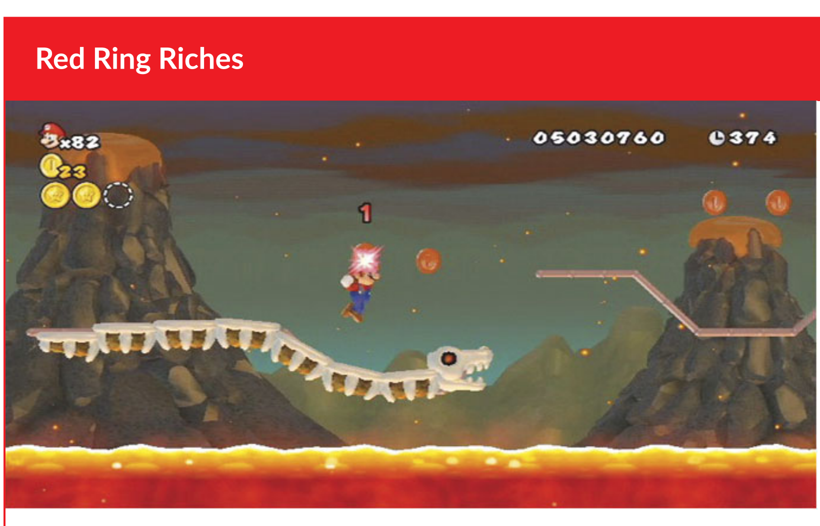
Star Coin



x82
22
05026660
380

③ The next Star Coin is located at Point 3. Just as the bone platform slides off the rail toward two lava geysers, jump over the two geysers to grab the Star Coin.

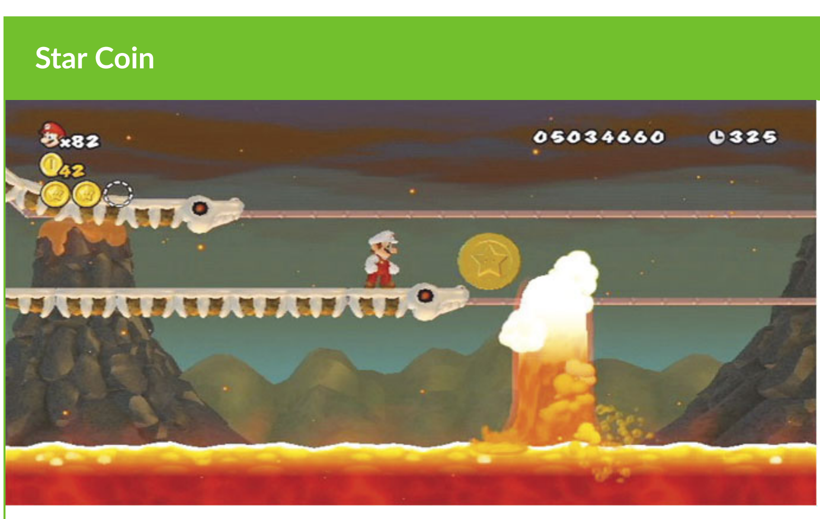
Red Ring Riches



x82
23
05030760
374
1

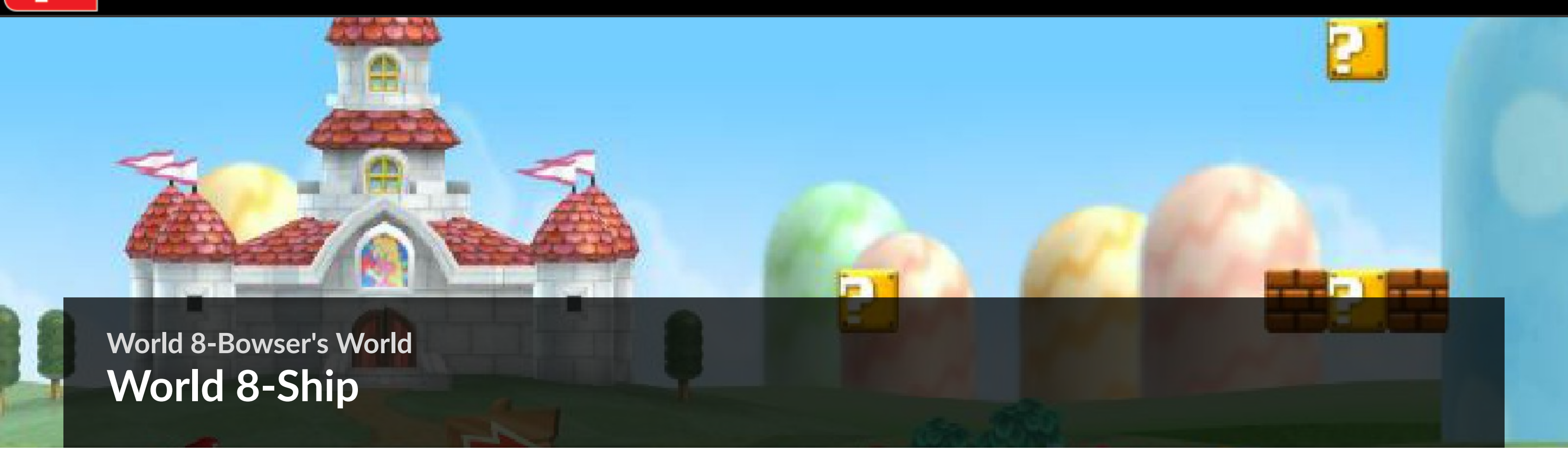
④ Jump up to pass through the Red Ring at Point 4, then ride the platform forward, jumping up as you go to grab all eight red coins.

Star Coin



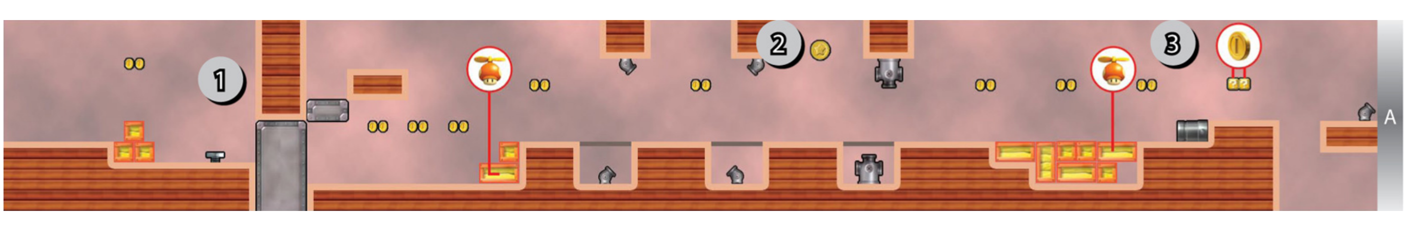
x82
42
05034660
325

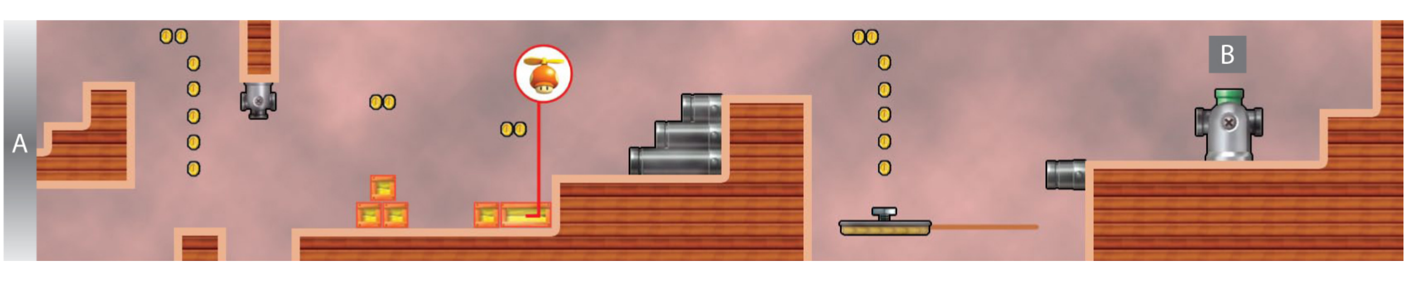
⑤ The final Star Coin is located at Point 5, directly in front of a lava geyser. Ride your bone platform as long as you can before hitting the geyser, then jump up as you nab the Star Coin and land on the bone platform above you.

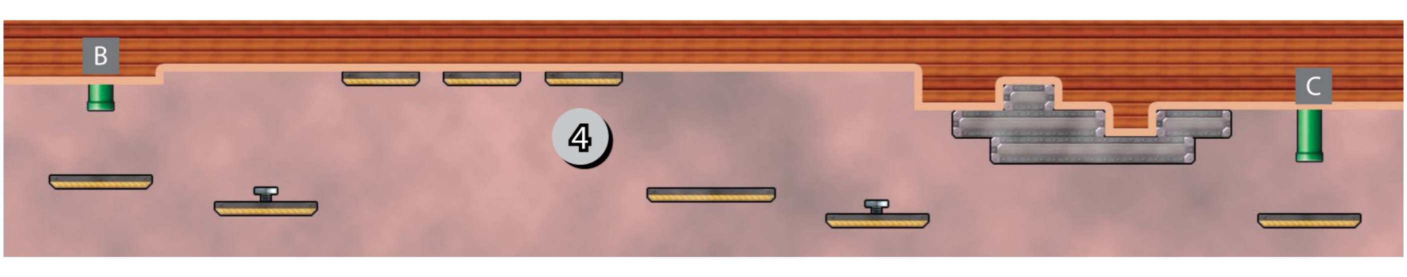


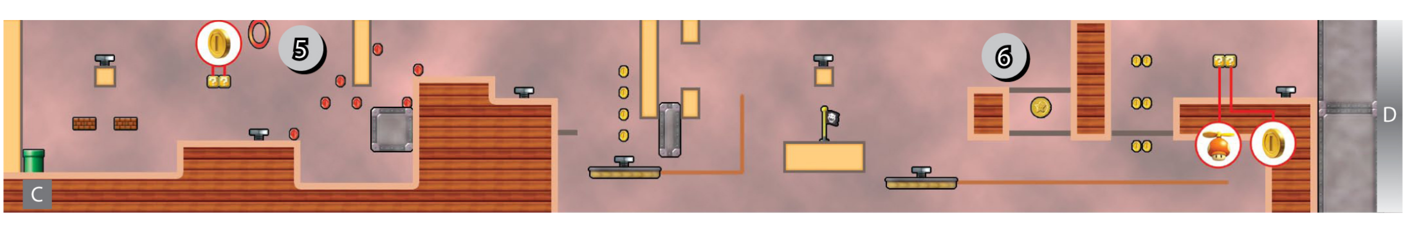
World 8-Bowser's World

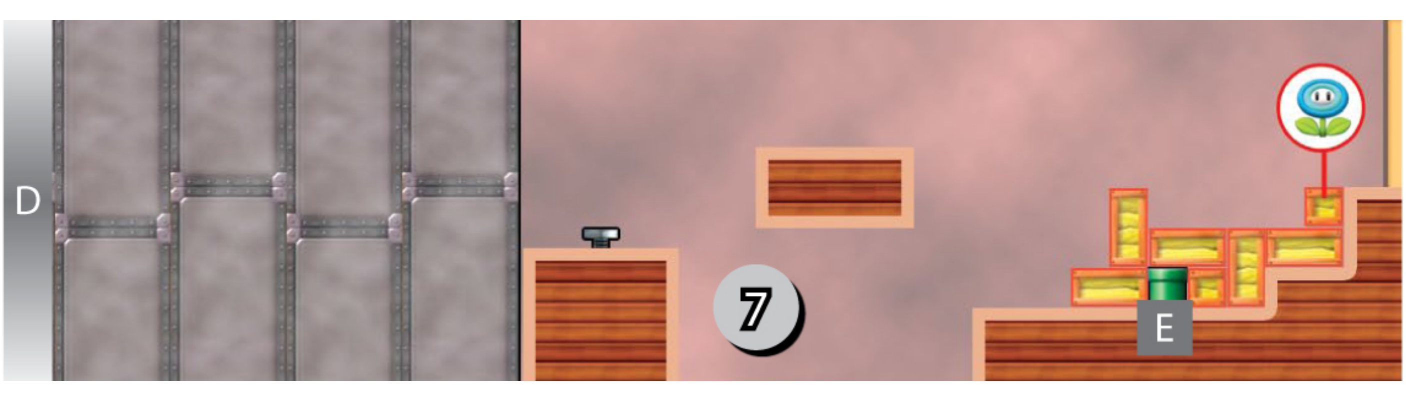
World 8-Ship

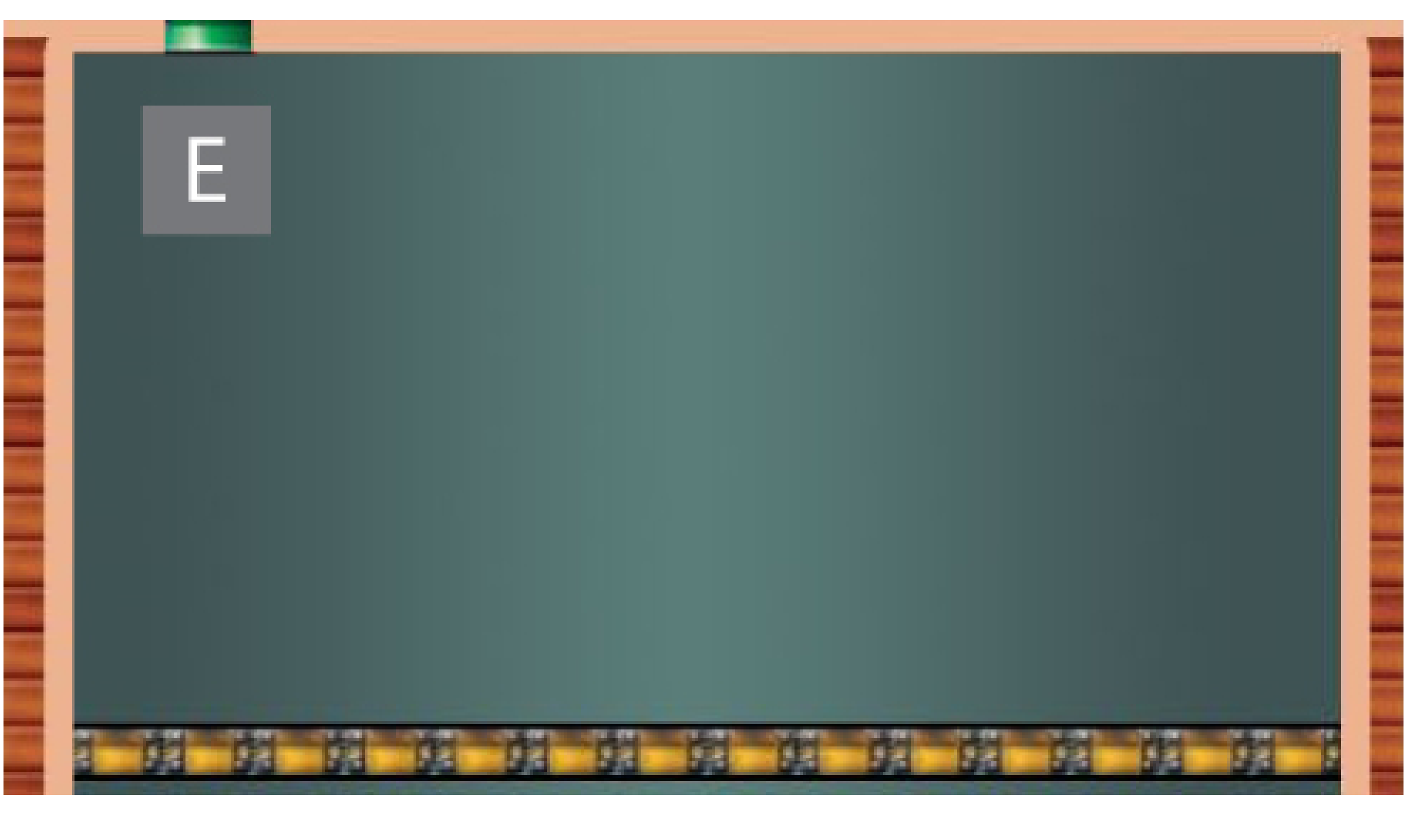




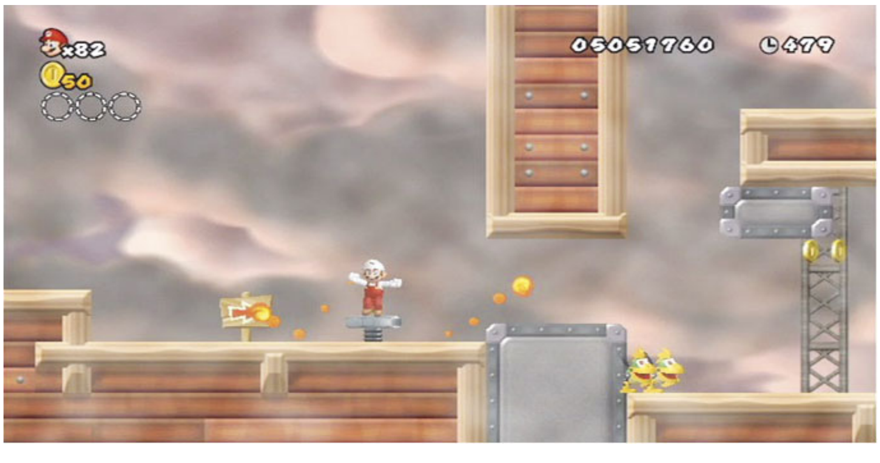






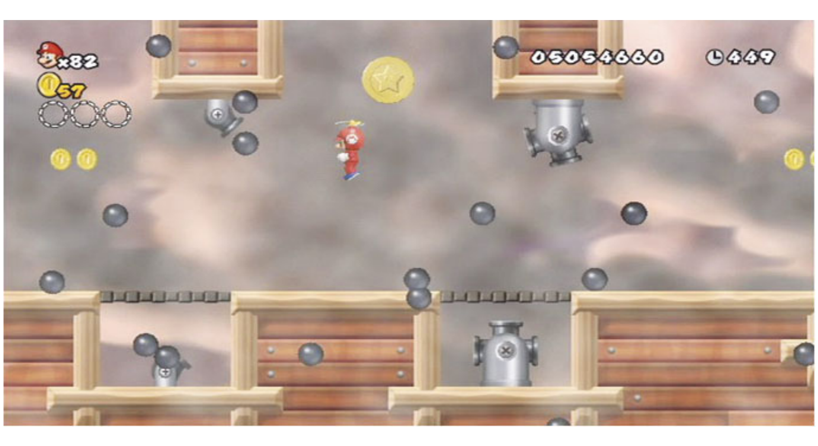


Please click to enlarge



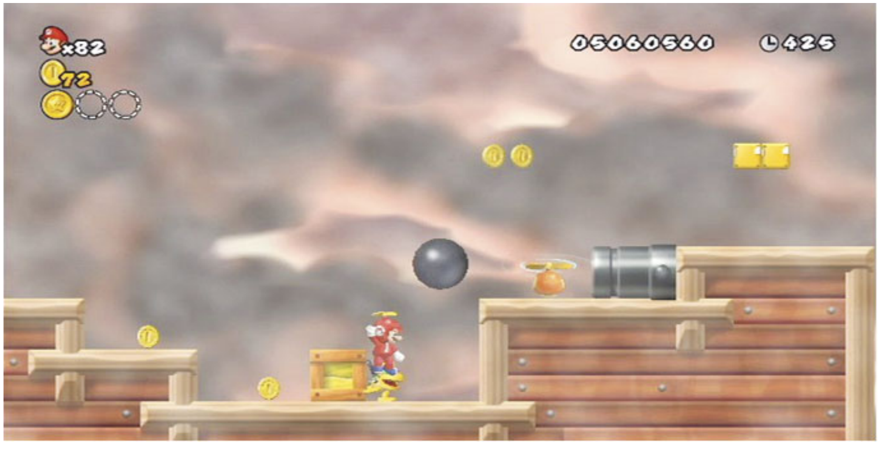
① Stand on the screws and shake the Wii Remote to turn the screw and lower the barricades blocking your path.

Star Coin



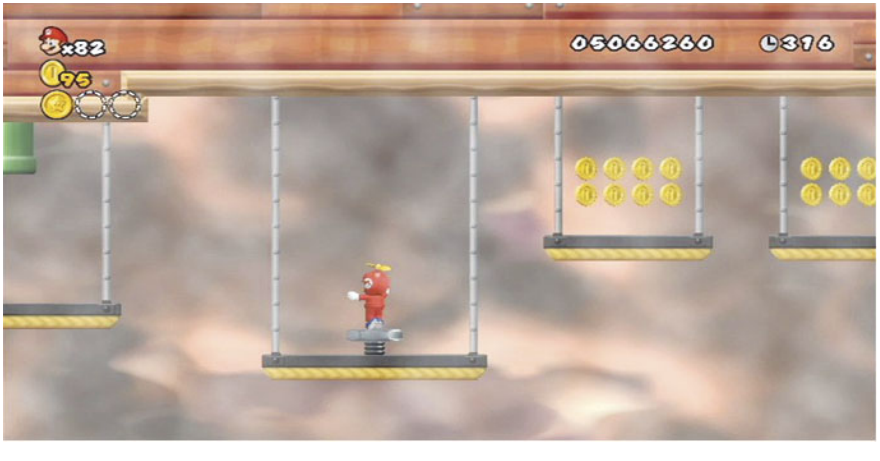
② Either use the Propellerhead power-up at Point 2, or bounce off the cannon balls to reach the first Star Coin.

Please click to enlarge



③ Ground-Pound the crates at Point 3 to reveal a Propellerhead power-up!

Please click to enlarge

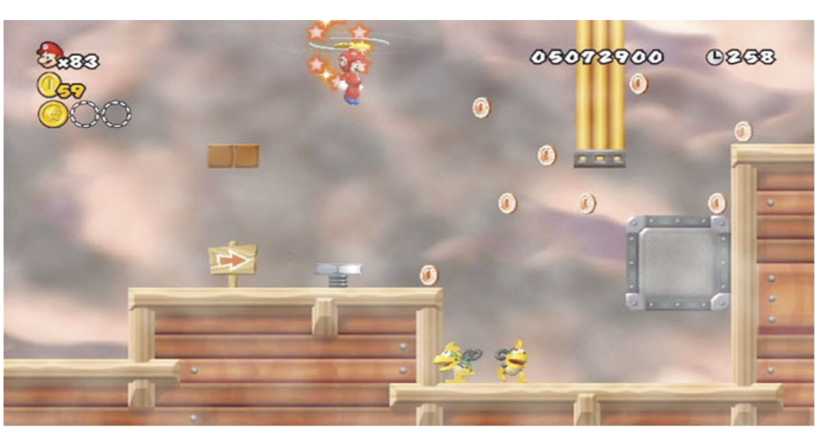


④ Spin the screw at Point 4 to lower the platforms on the right. Once they're lowered all the way, dash across them until you reach the green pipe.

Tip

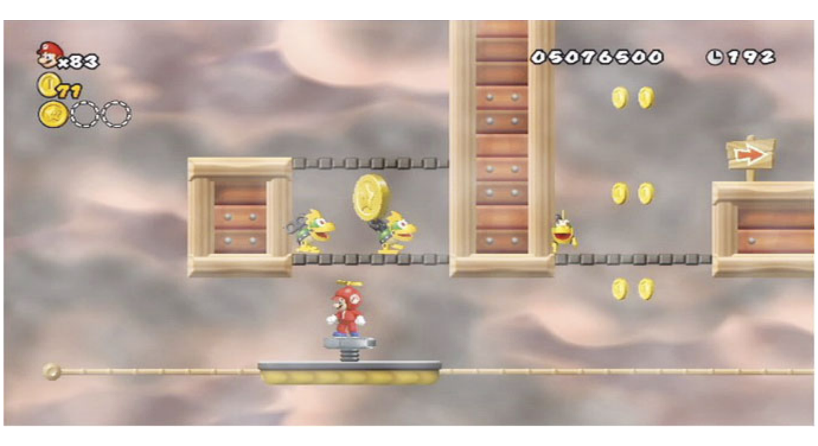
If you can reach the screw where you emerge from the green pipe near Point 5, spin it to reveal riches!

Red Ring Riches



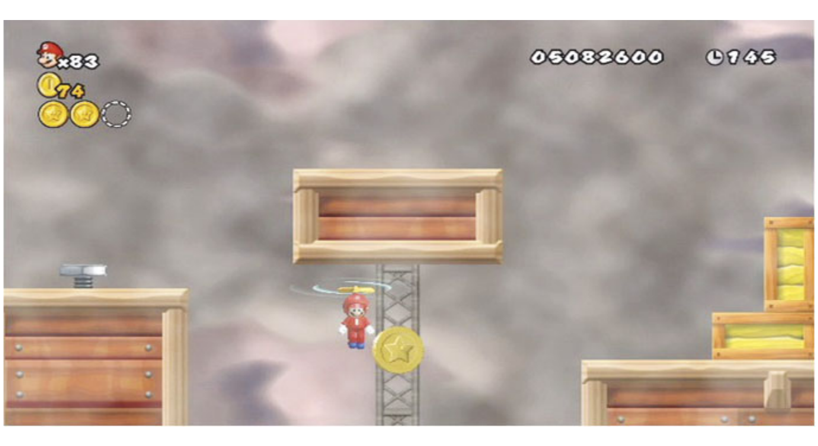
⑤ Pass through the Red Ring at Point 5, then use the screw just below the ring to move the large box on the right toward you. Once it's in place, use the box to reach the red coins above you.

Star Coin



⑥ Ride the screw platform until you're underneath the next Star Coin, then jump up from underneath the Star Coin to grab it.

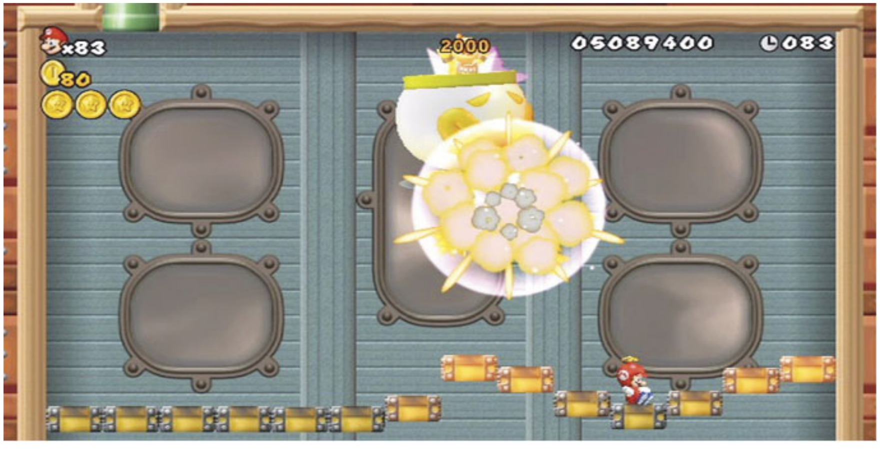
Star Coin



⑦ Spin on the screw at Point 7 to lower the hidden Star Coin, then drop down to grab it. Use the Propellerhead power-up to zoom up and land on the platform to keep from dying.

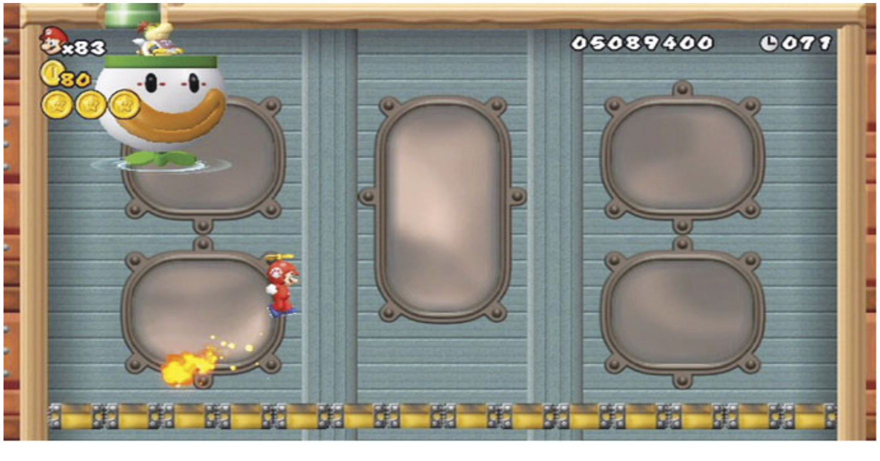
Boss Battle

Please click to enlarge



The final showdown with Bowser Jr. is very similar to your previous two battles with him. This time, however, he rides a much bigger carriage and drops huge explosive balls on you from above. Once a spiked explosive ball is on the walkway, lure Bowser Jr. toward the ball, then Ground-Pound the floor to create a shock wave that sends the ball up and into Bowser Jr. After taking a hit from his own explosive, the bite-sized Bowser will blast you with slow-moving fireballs.

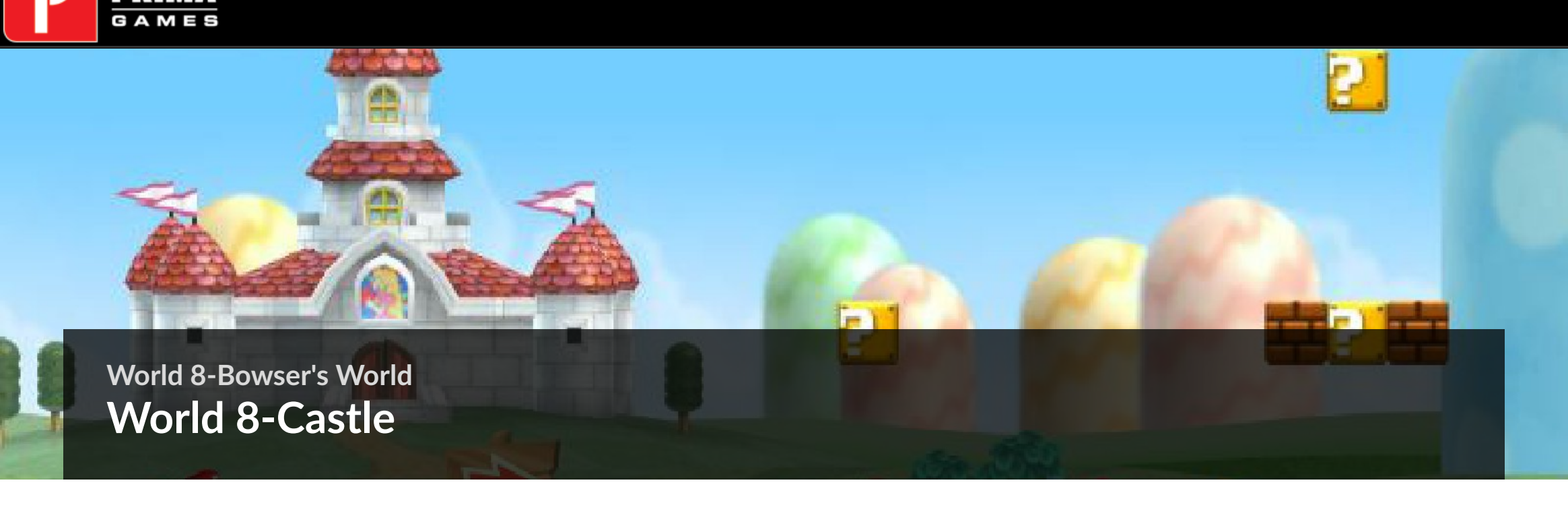
Please click to enlarge



Dodge them, and wait for him to drop another explosive ball. Ground-Pound the walkway and send the ball into Bowser Jr. two more times to finish him off.

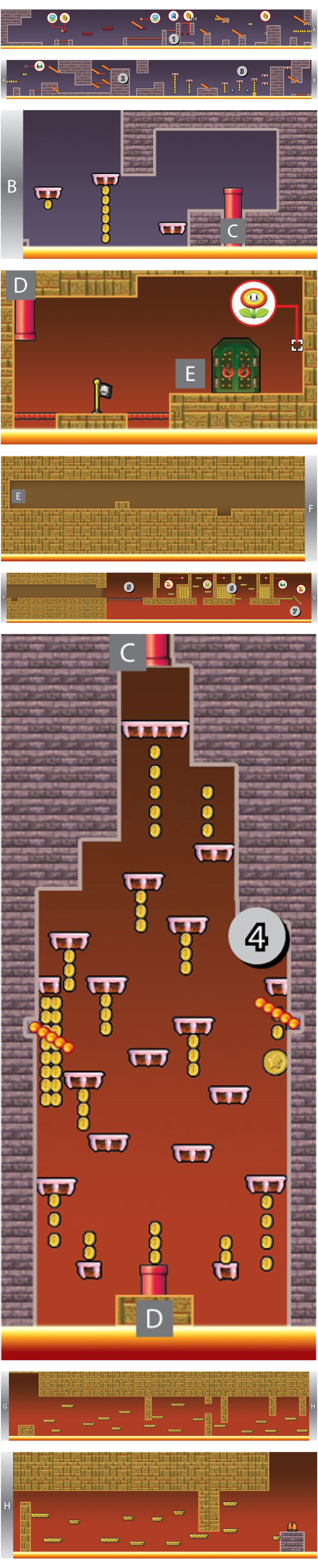
Note

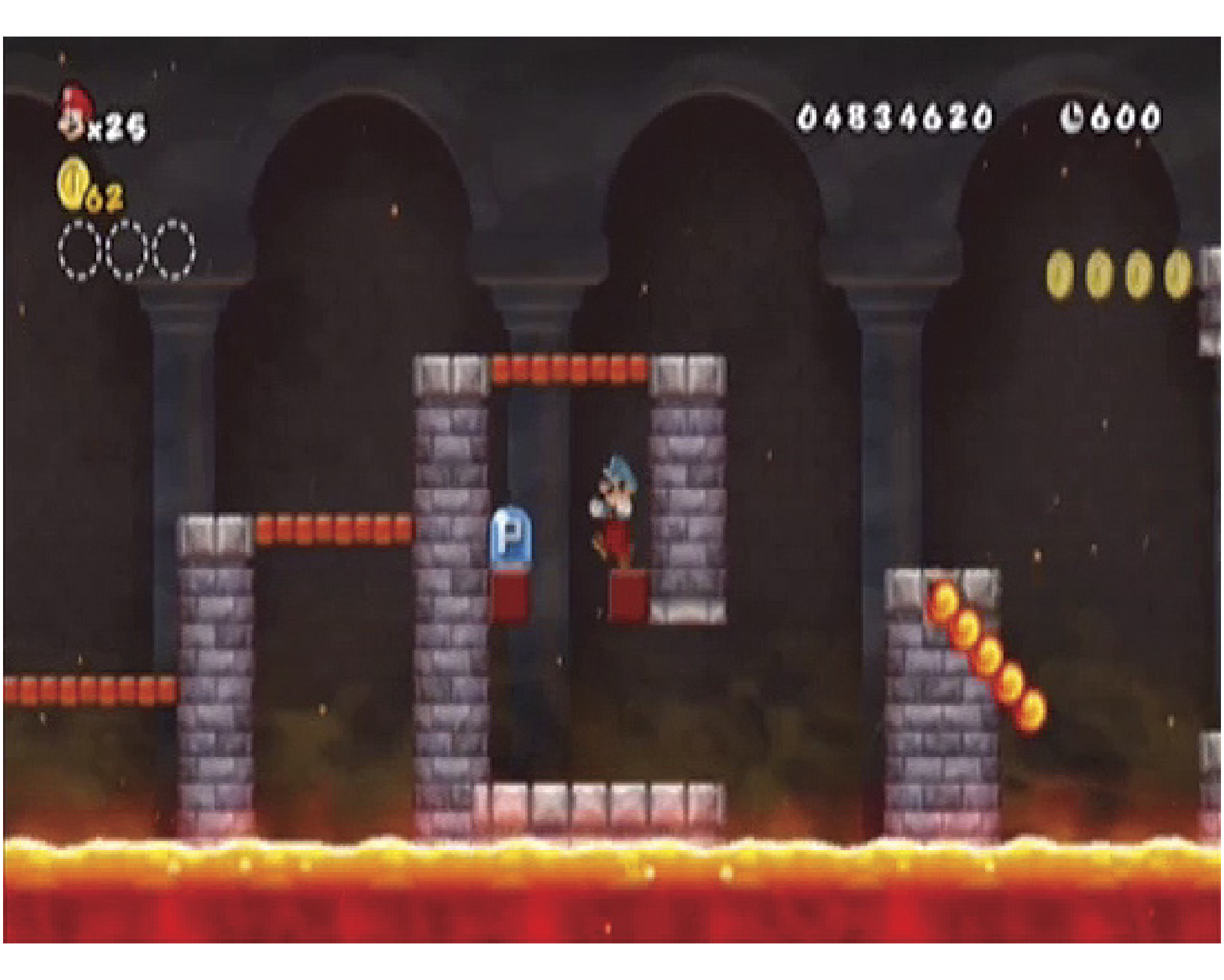
Before you can reach Princess Peach and rescue her, Magikoopa swoops by and carries her away again!



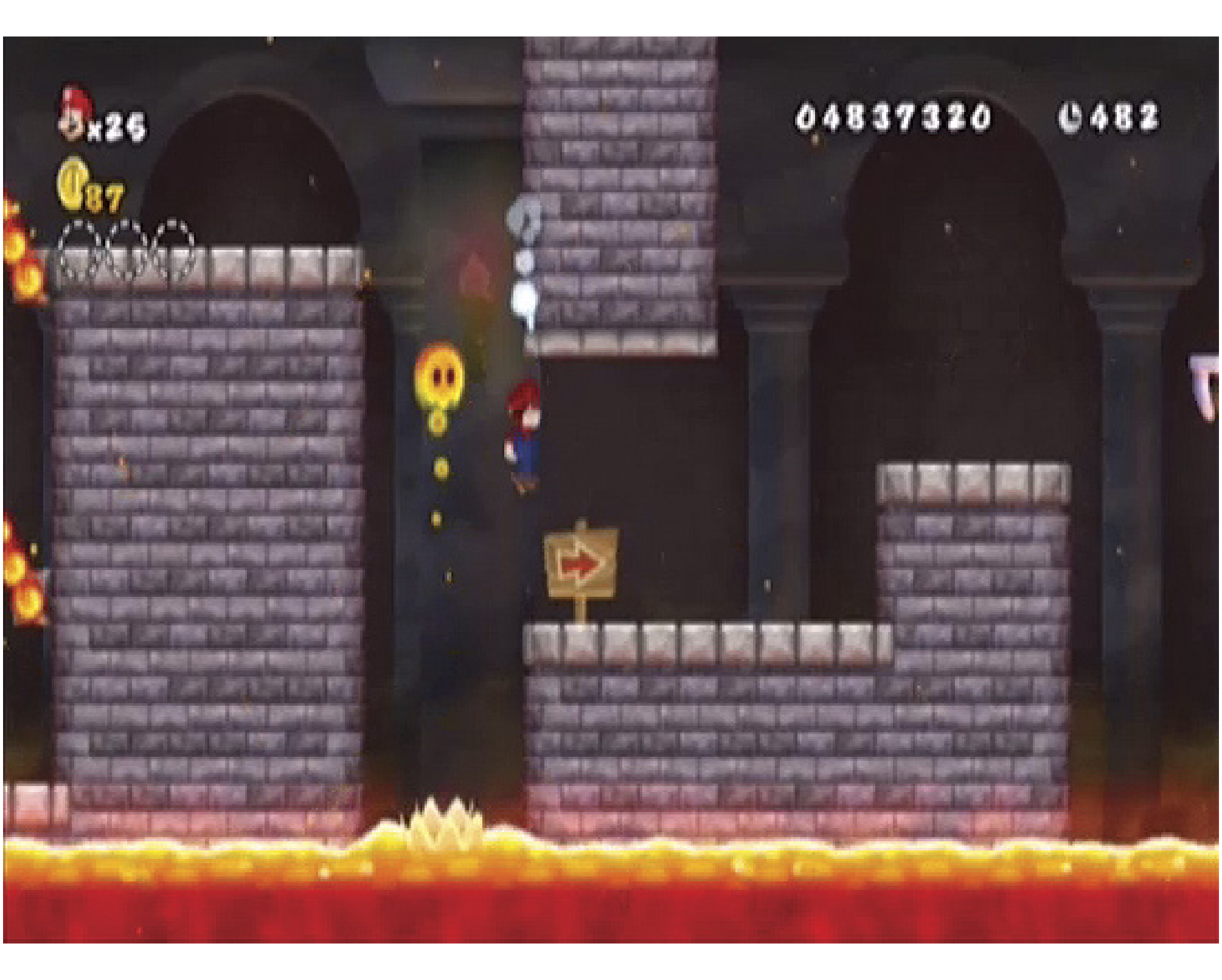
World 8-Bowser's World

World 8-Castle



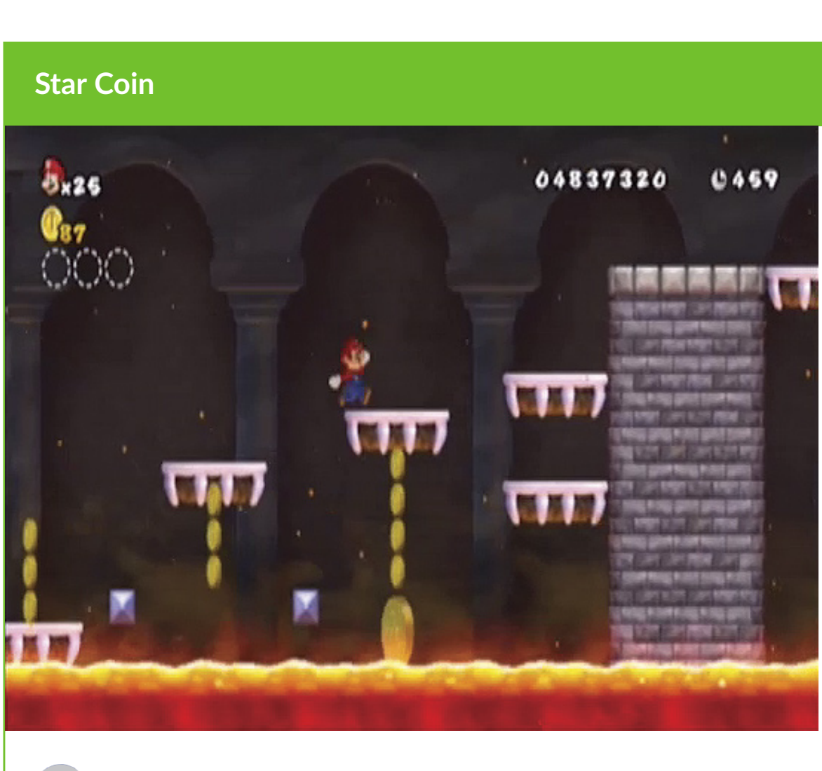


① Hit the P Switch at Point 1 to reveal several blue coins leading up and to the right. Follow the blue coins to an Invisible Block with a 1-Up Mushroom!



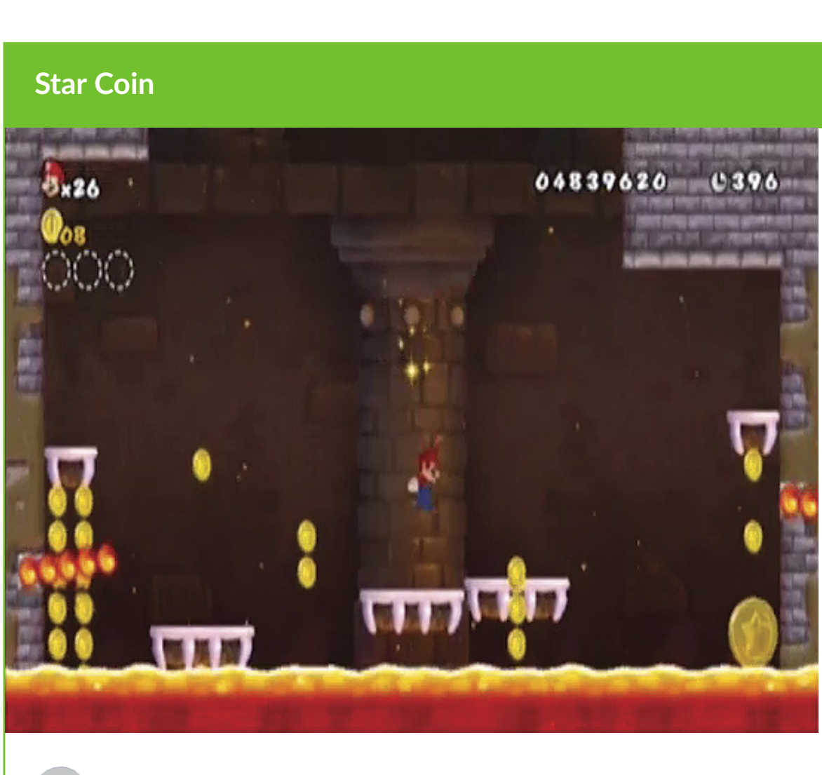
② At this point the way forward looks very precarious. There are no ledges hidden in that wall to help you, just use a Wall-Slide to slip onto the ledge below and carry on.

Star Coin



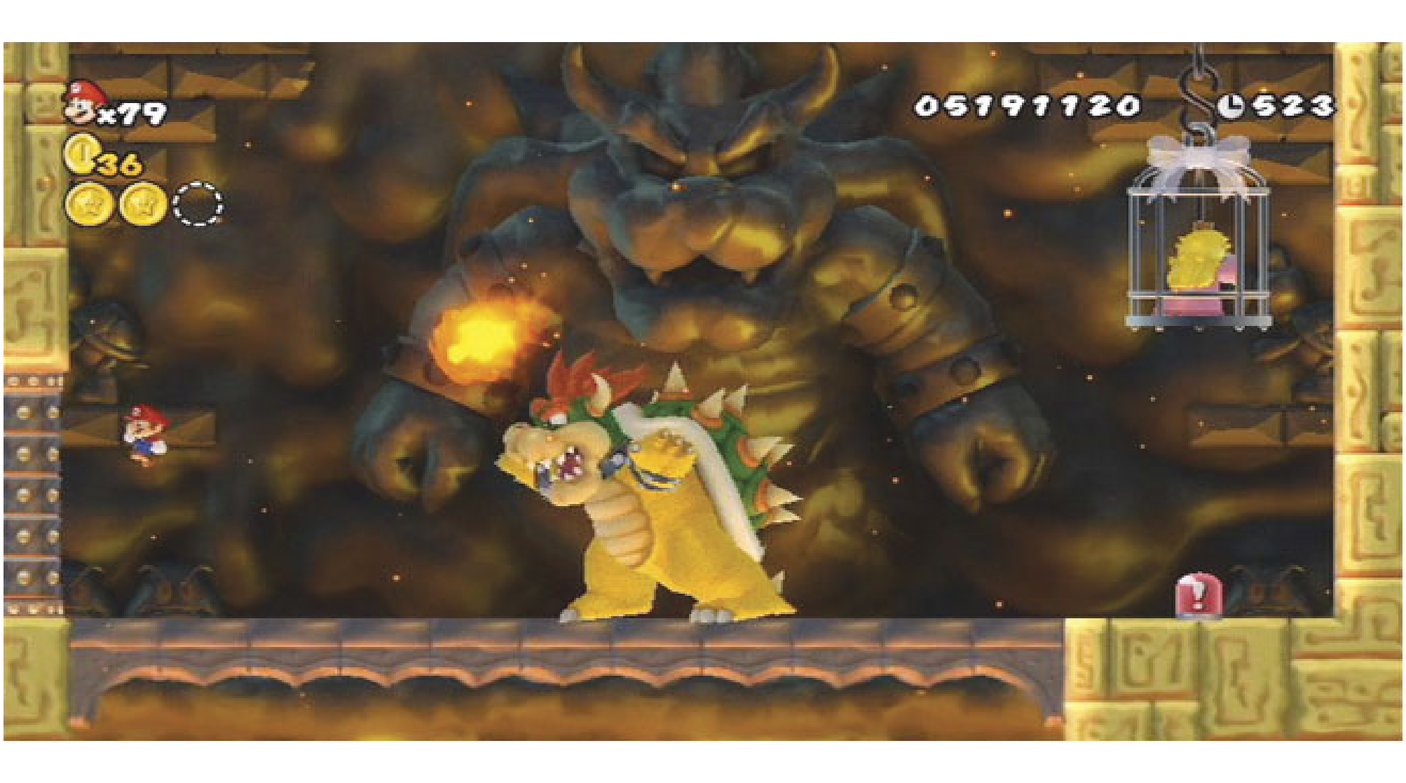
③ To get the first Star Coin you need nerves of steel. Jump onto the platform above your prize and ride it as it falls. Dash Jump to the right as soon as you pick up the Star Coin to land on the platforms next to the column. From there, jump up to safety.

Star Coin

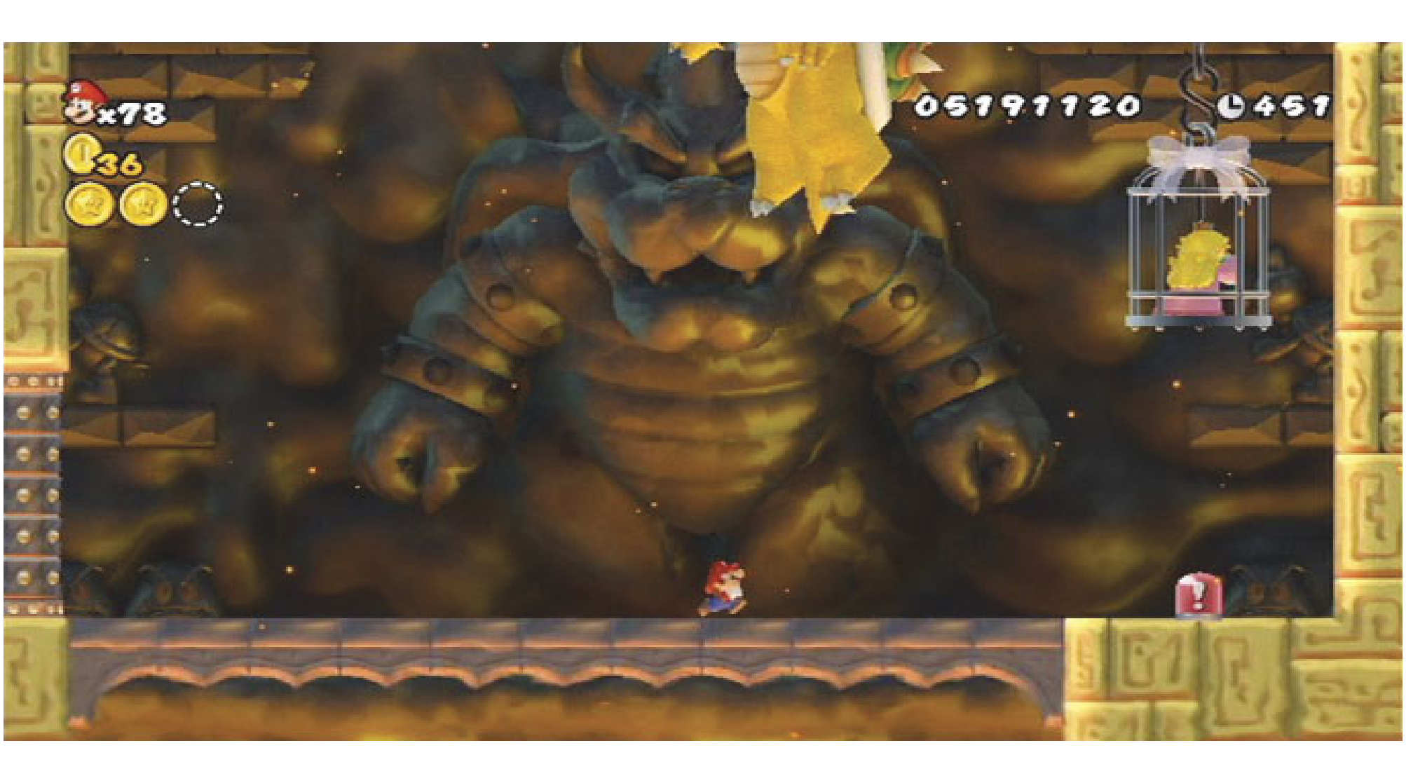


④ The next Star Coin is in the room filled with slow falling platforms and draining lava. You have to jump back and forth between platforms as they disappear into the molten lava. But keep to the right side until you see a small platform. You may need to just take a hit from the flame as you sink and collect the Star Coin. Jump away to safety as soon as it's in your grasp.

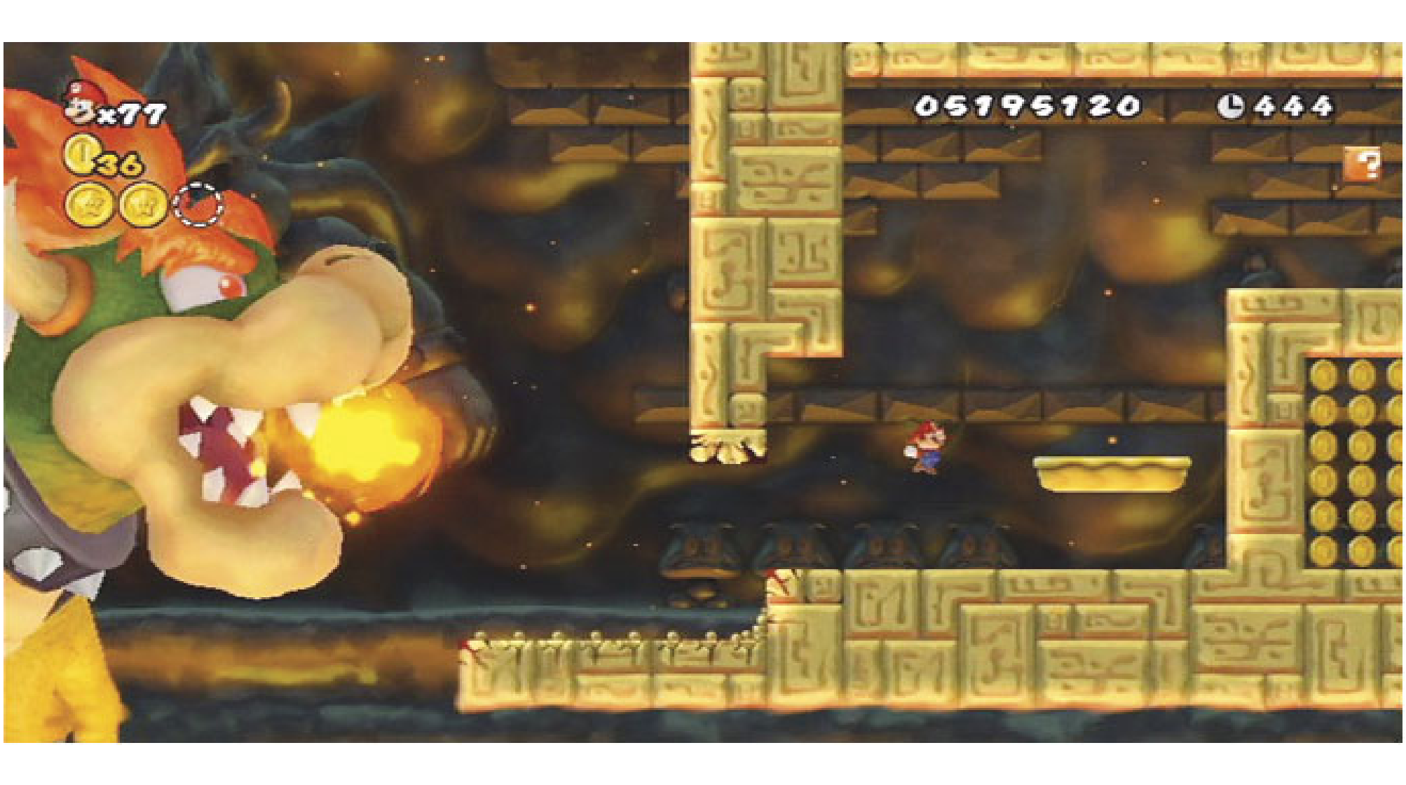
Boss Battle



You finally reach big, bad Bowser and he's ready for you! Wait for him to spit out several fireballs and leap into the air. As soon as he jumps into the air, dash under him and hit the ! Switch behind him. The bridge he's standing on will crumble and send him falling into the lava below. Don't bother rescuing the Princess, however.



The weeping damsel in the cage above Bowser is actually Magikoopa disguised as Princess Peach! He reveals himself as an imposter and then sprinkles his magic dust over the area. Bowser suddenly rises from the lava, but now he's 10 times bigger!

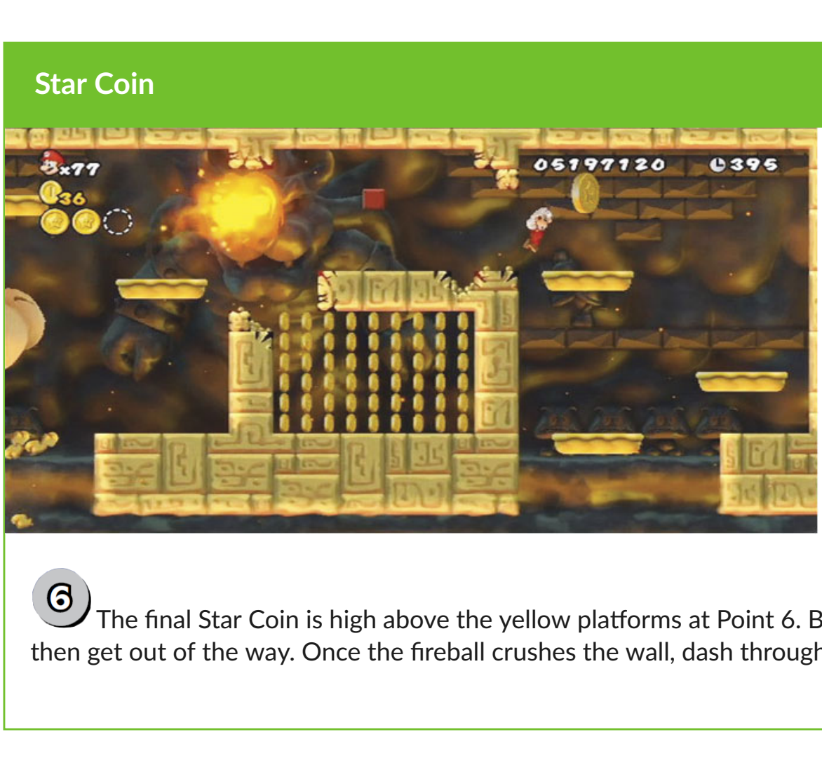


⑤ When Super Bowser begins spitting fireballs, edge up against the right wall and jump over the fireballs to let them bypass you. When they hit the wall ahead of you, they'll demolish it, creating a path for you to continue.

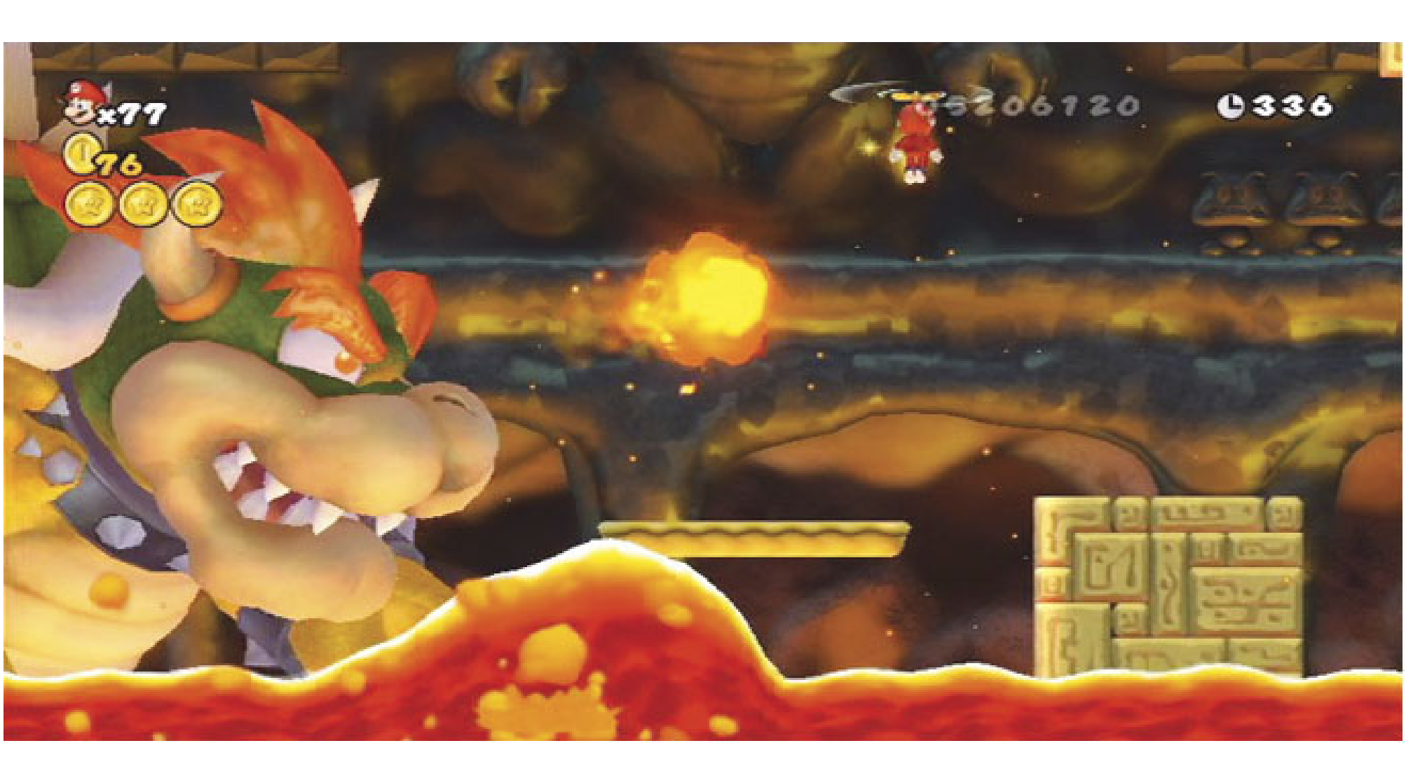
Tip

The fireballs are Mario-seeking! They'll follow you wherever you move. Use this to lure fireballs to where you want them to go, then get out of the way to create a path.

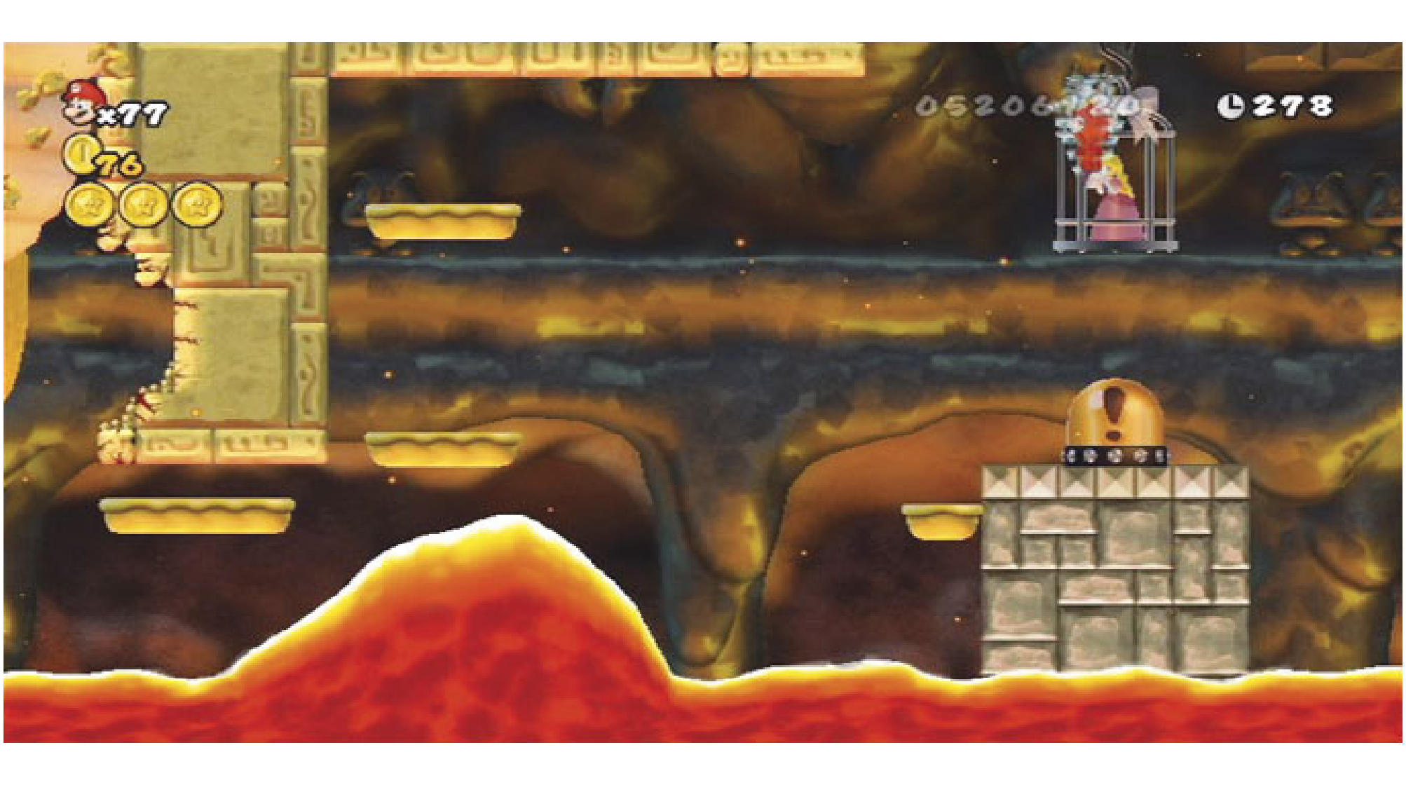
Star Coin

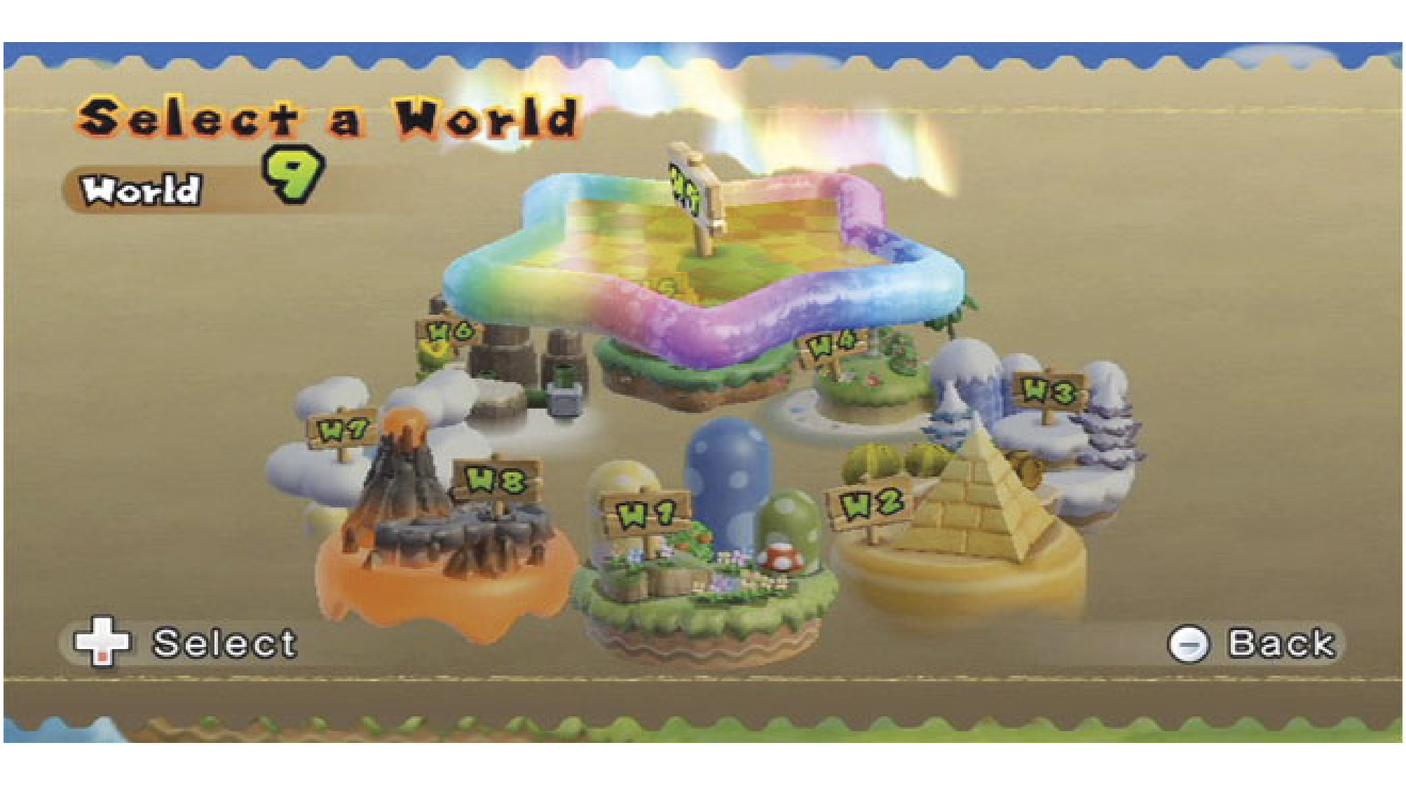


⑥ The final Star Coin is high above the yellow platforms at Point 6. Bait a fireball to fly up to the wall on the top right, then get out of the way. Once the fireball crushes the wall, dash through to grab the final Star Coin!

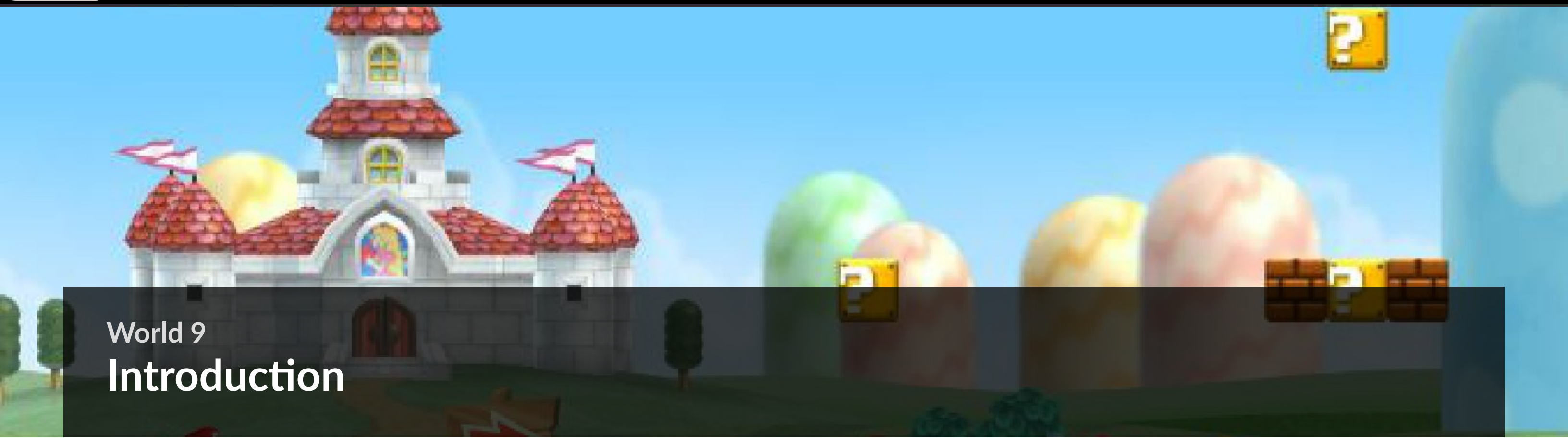


⑦ Grab the Propellerhead power-up at Point 7, then fly across the rest of the level! Hit the large! Switch at the end of the level to finally defeat Bowser once and for all!





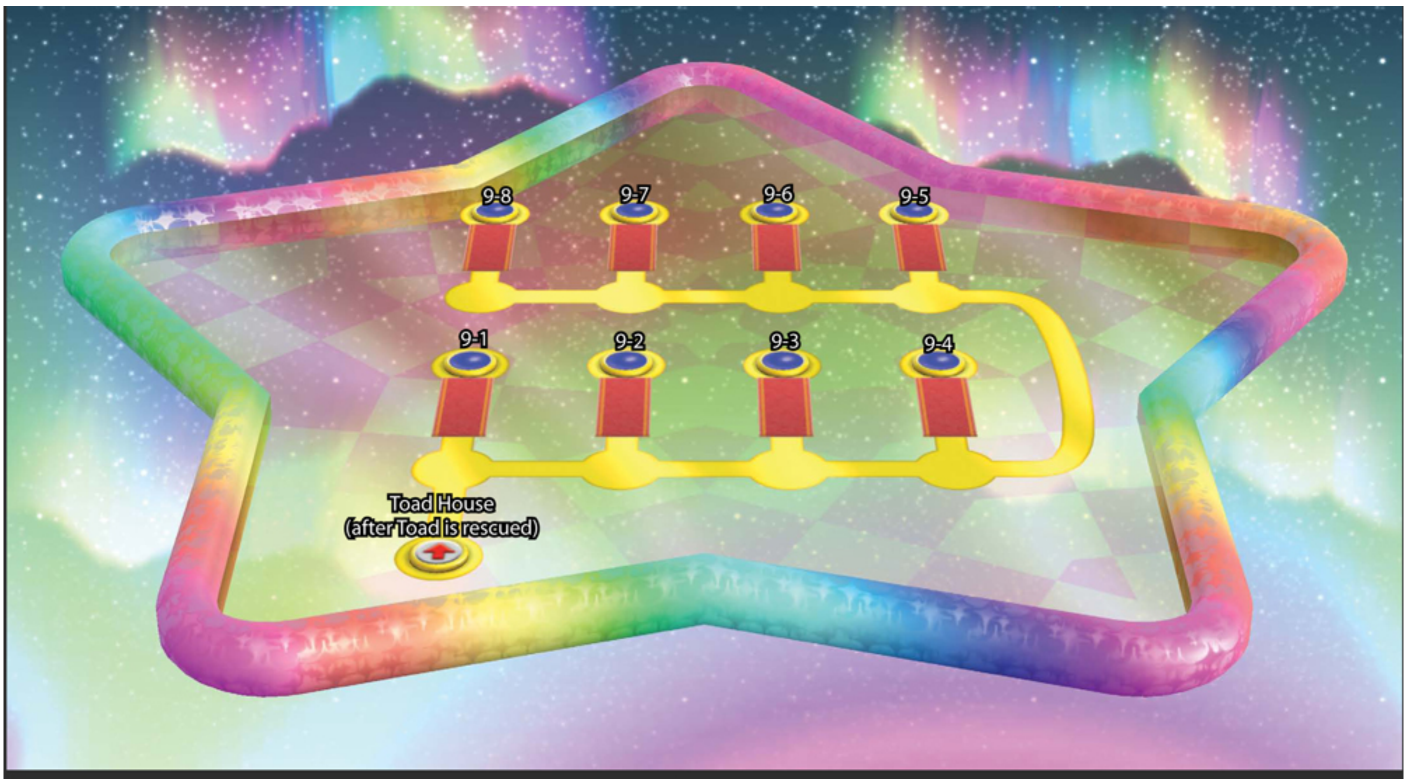
⑧ After you defeat Super Bowser, you gain access to World 9!



World 9

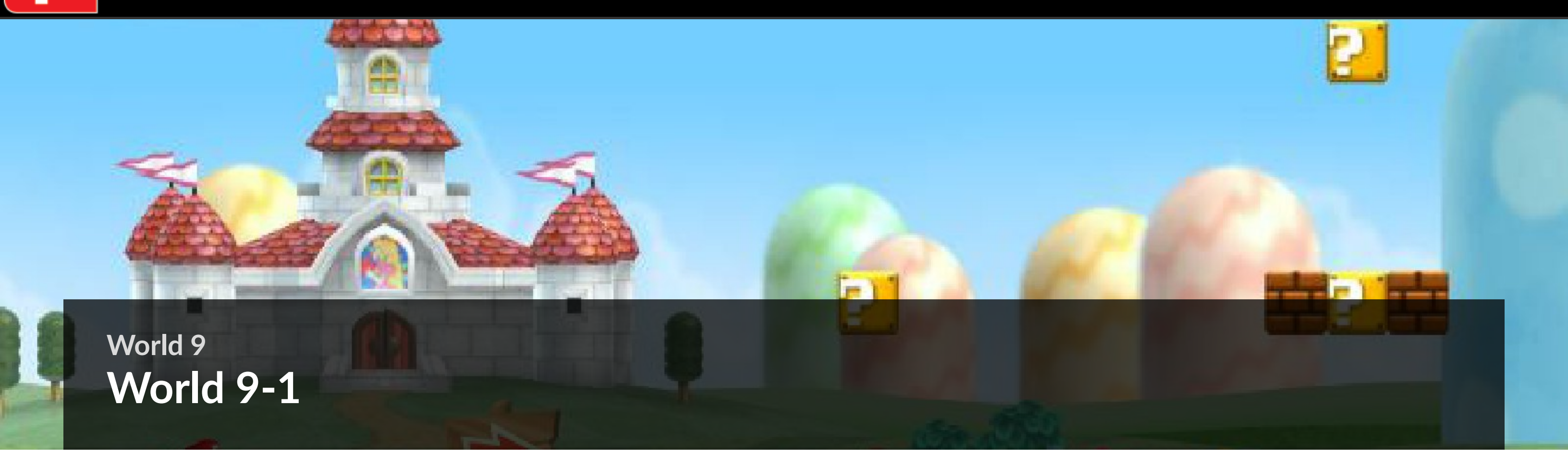
Introduction

World 9



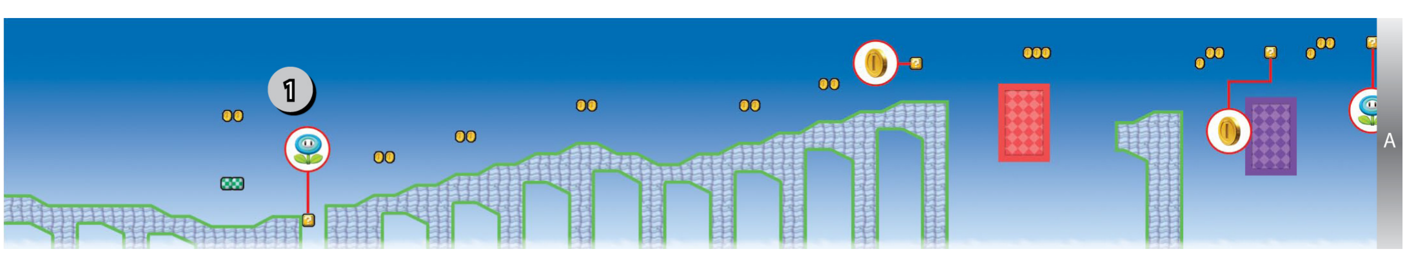
Hostile Levels	Toad Houses	Ghost Houses	World Obstacles	Cannon	Boss
8	1	0	0	None	None

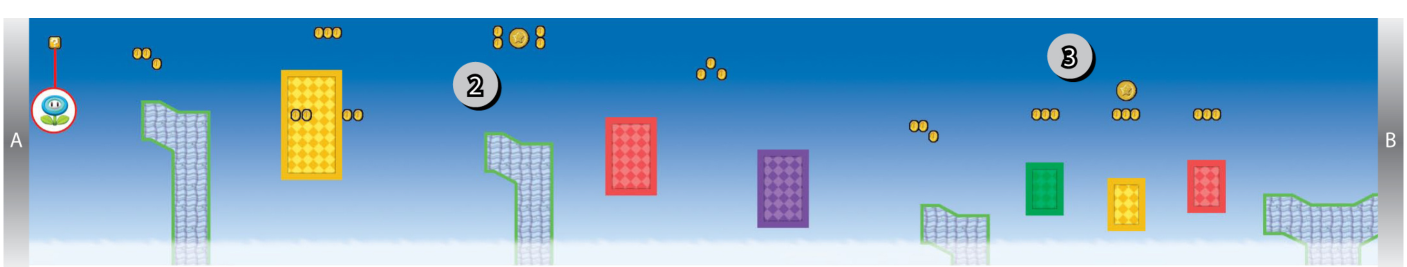
After beating Bowser, you unlock World 9. Unlike other Worlds, this has no Ghost Houses, Towers, or Castles. Instead, it has eight levels, each representing one of the eight worlds you have already played through. Even though World 9 unlocks after you beat Bowser, you'll still need to collect all the Star Coins in each world to unlock the corresponding level in World 9.

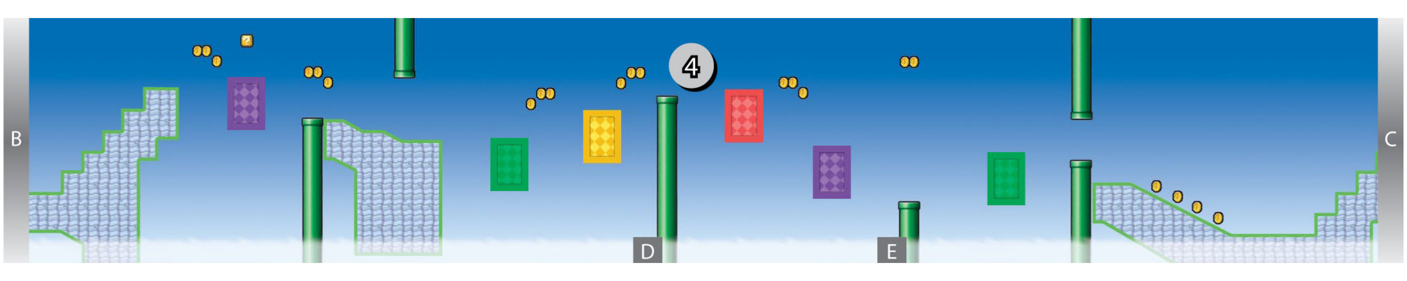


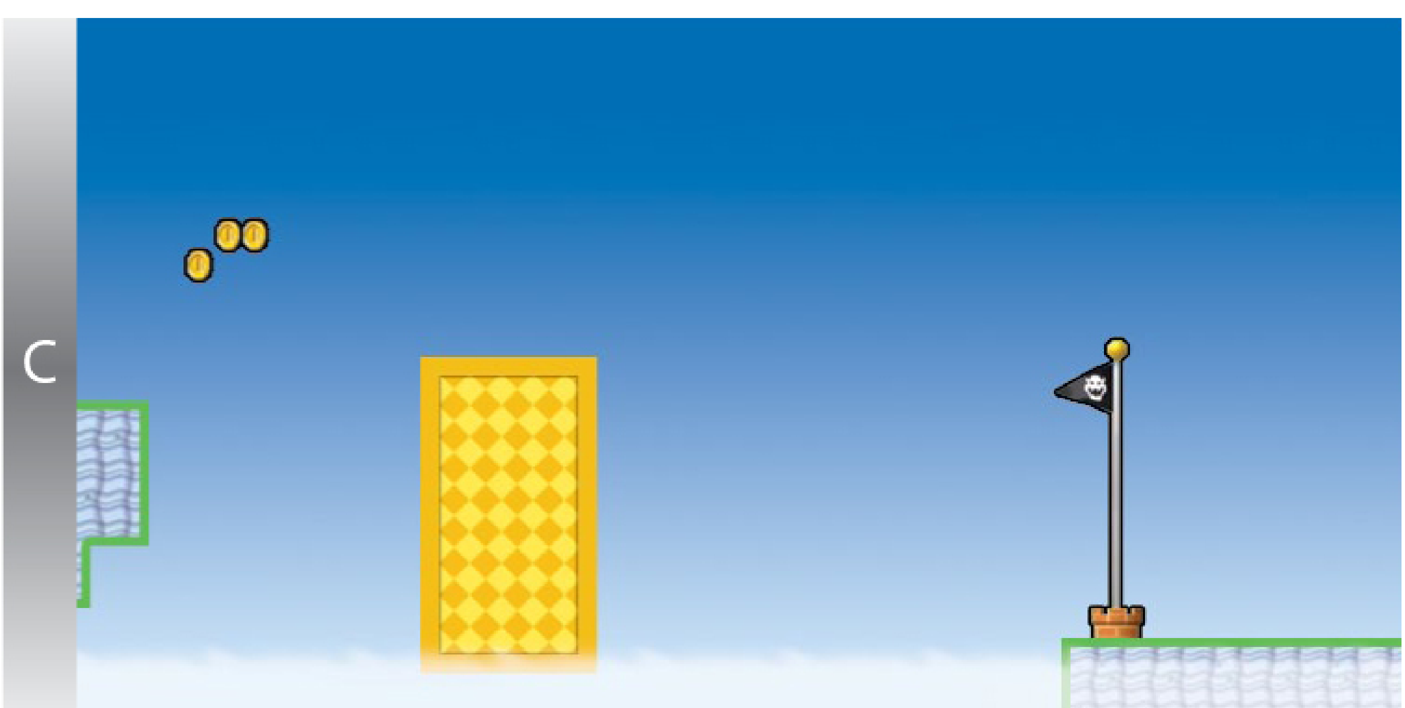
World 9

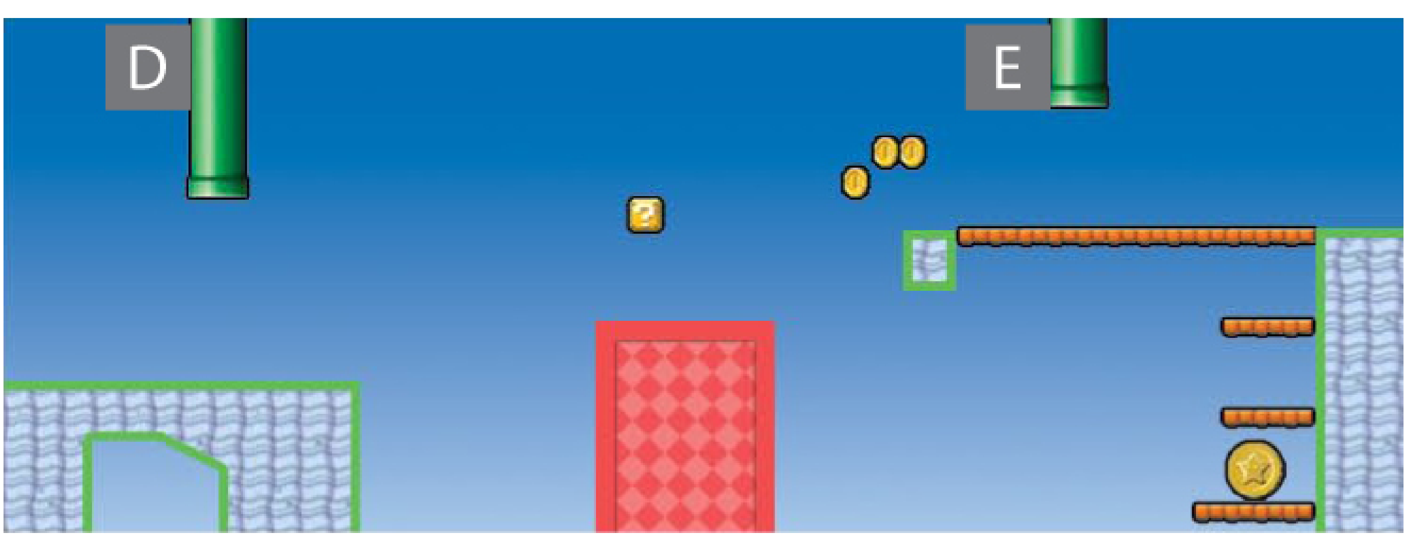
World 9-1

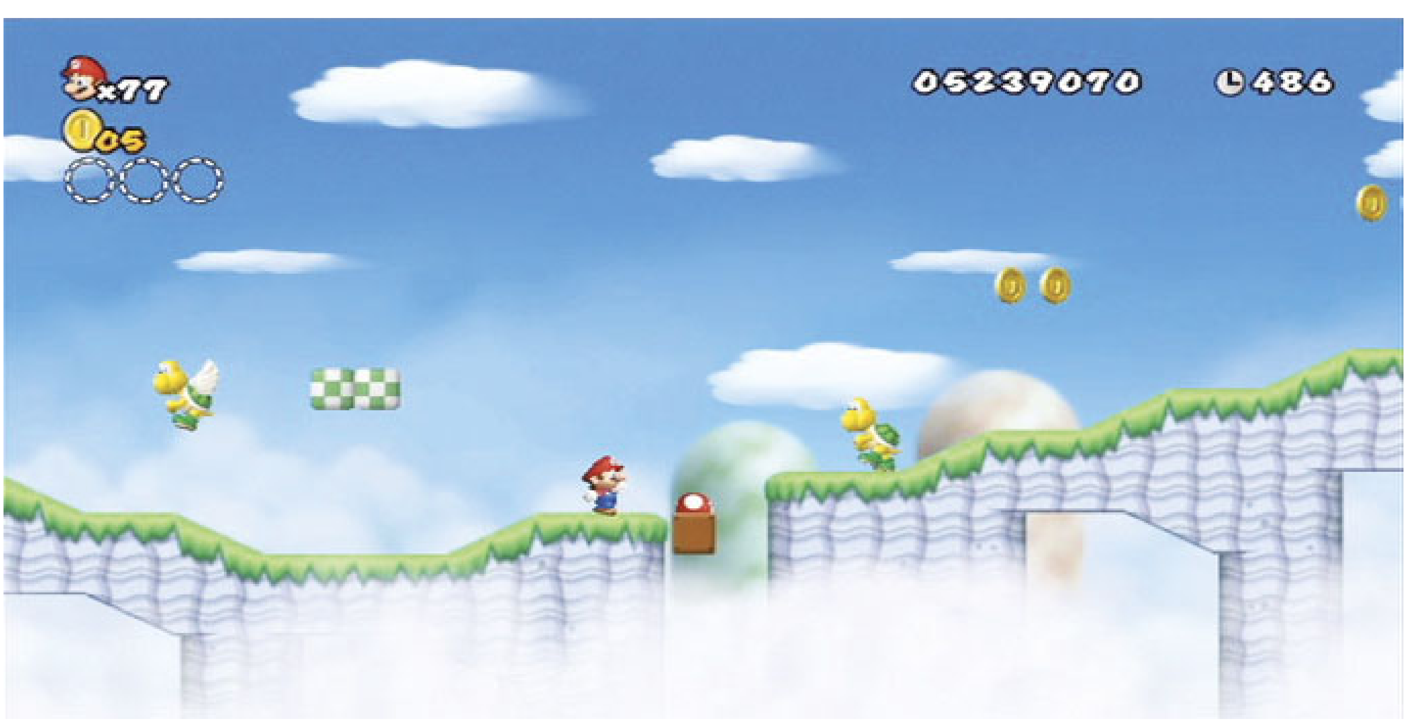






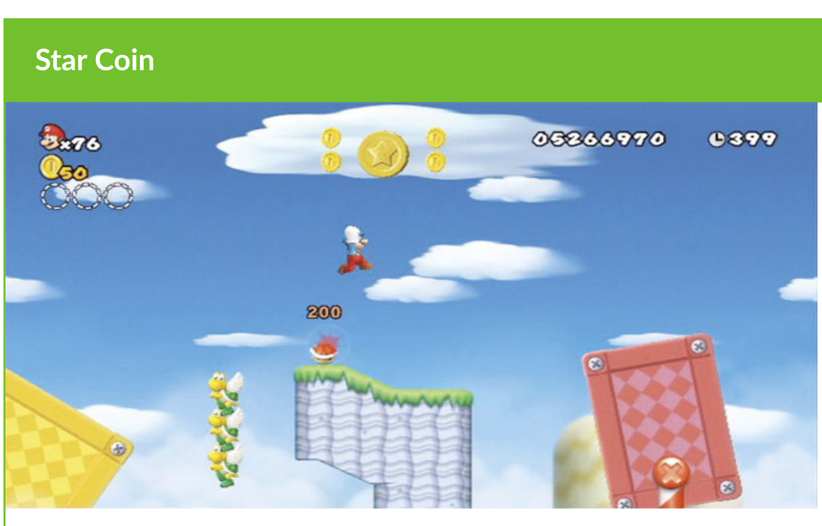





x77
05
05239070
486

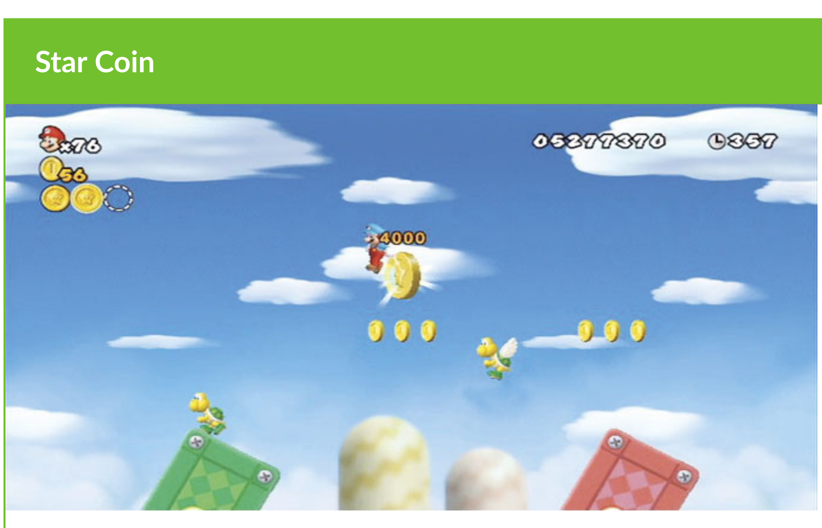
① Use a Koopa shell to hit the ? Block at Point 1 and get the power-up.

Star Coin


x76
50
05266970
399
200

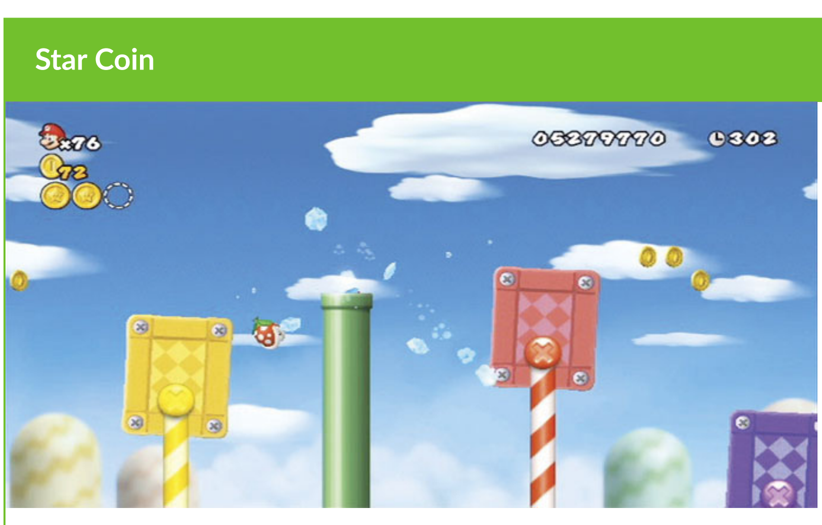
② Bounce off the Red Koopa at Point 2 to reach the first Star Coin.

Star Coin

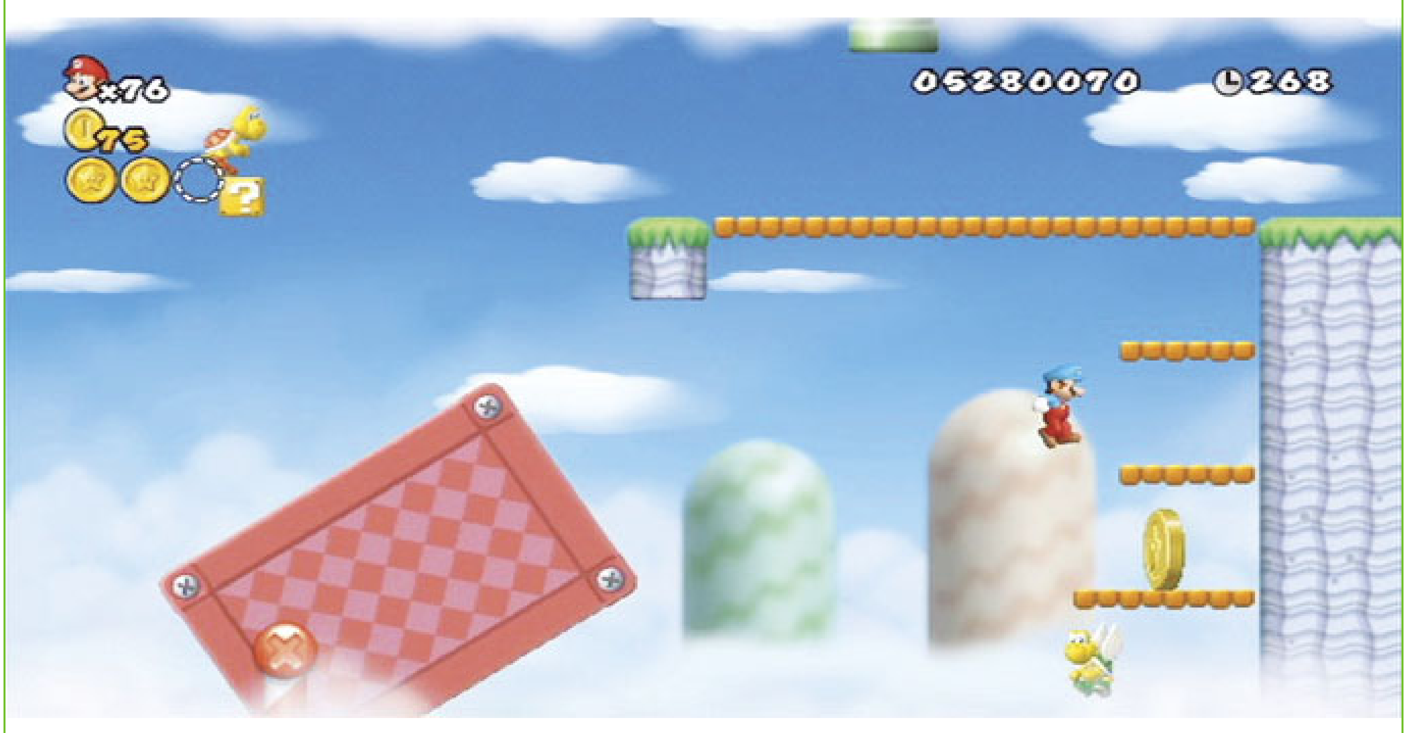

x76
56
05277370
357
4000

③ At Point 3, leap off the green spinning square onto the Koopa Paratroopa on the right and reach the Star Coin floating on the right.

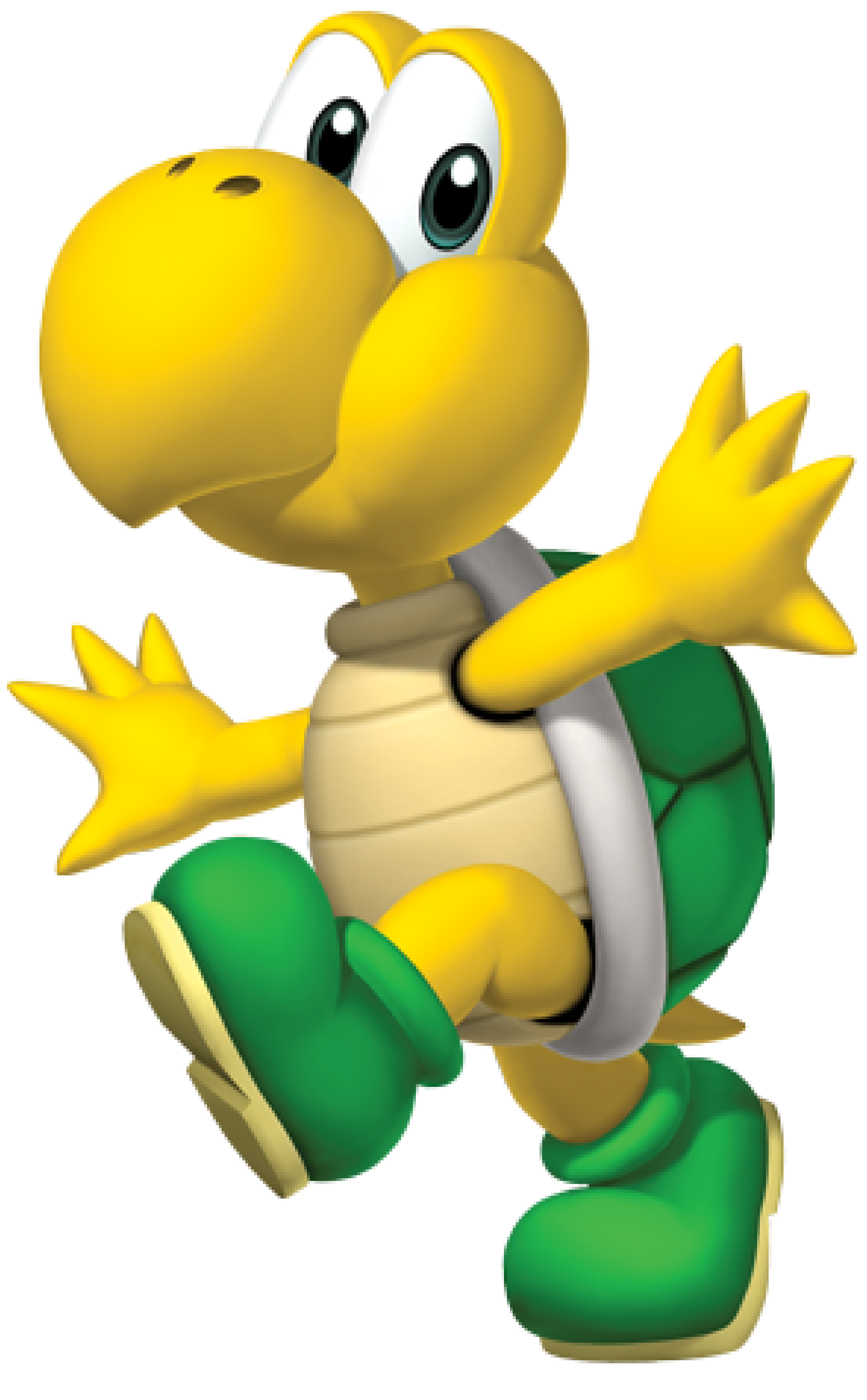
Star Coin

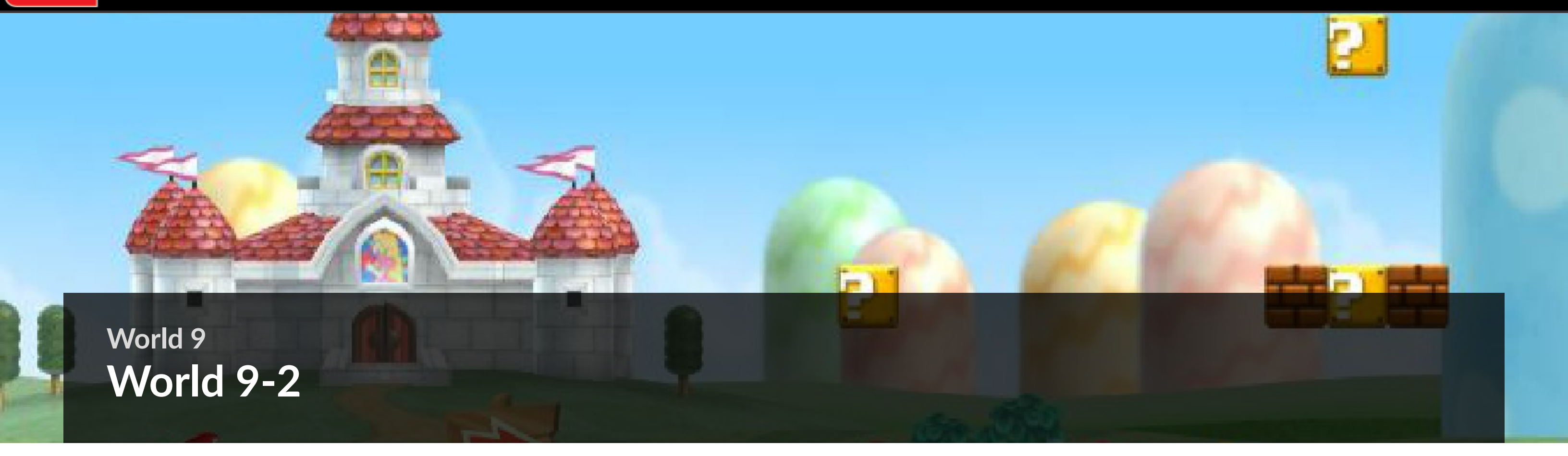

x76
72
05279770
302

④ Prune the Piranha Plant that pops out of the pipe at Point 4, then go down the pipe.


x76
75
05280070
268

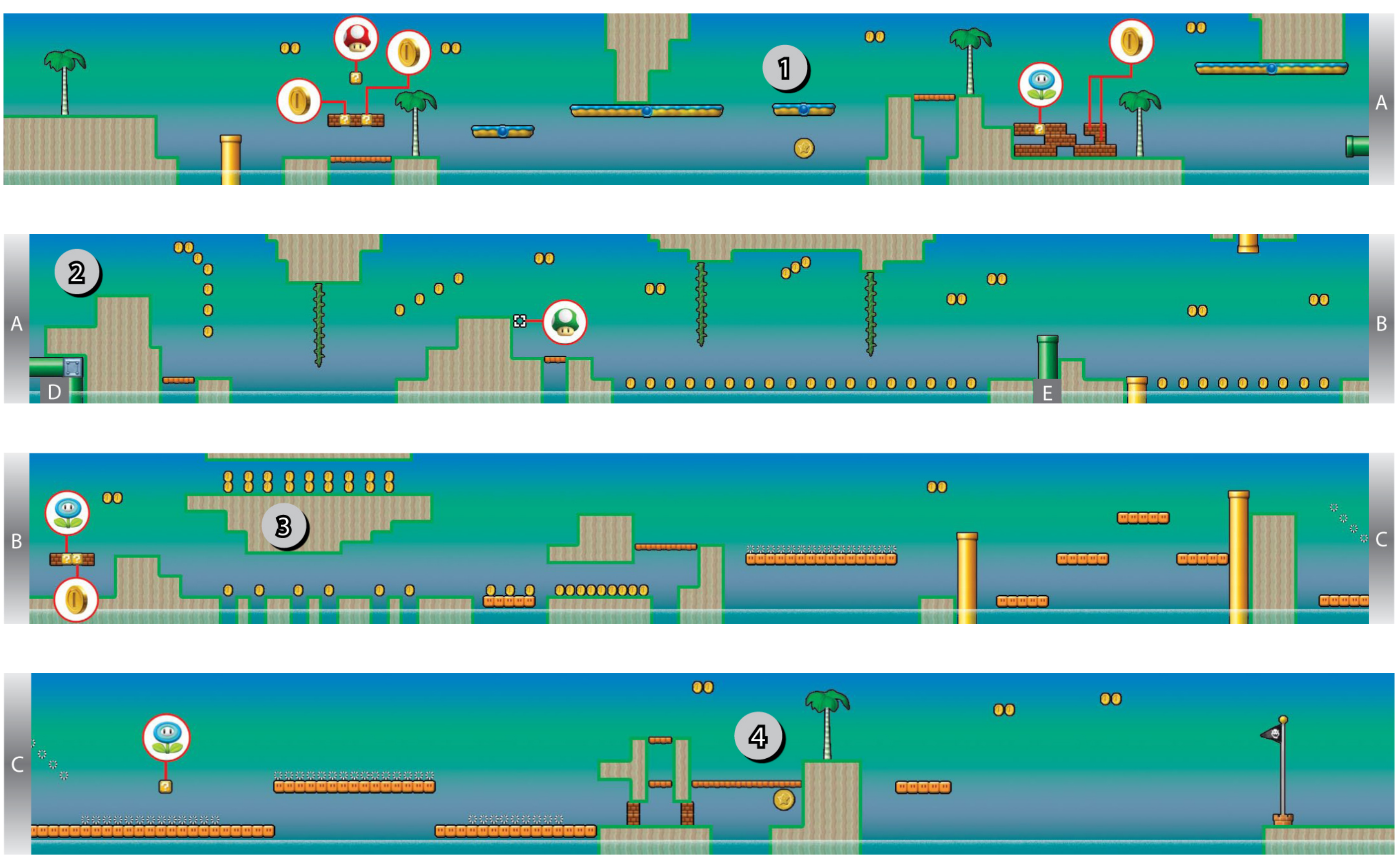
Jump onto the red square as it turns left, then run and jump to the right to nab the final Star Coin!

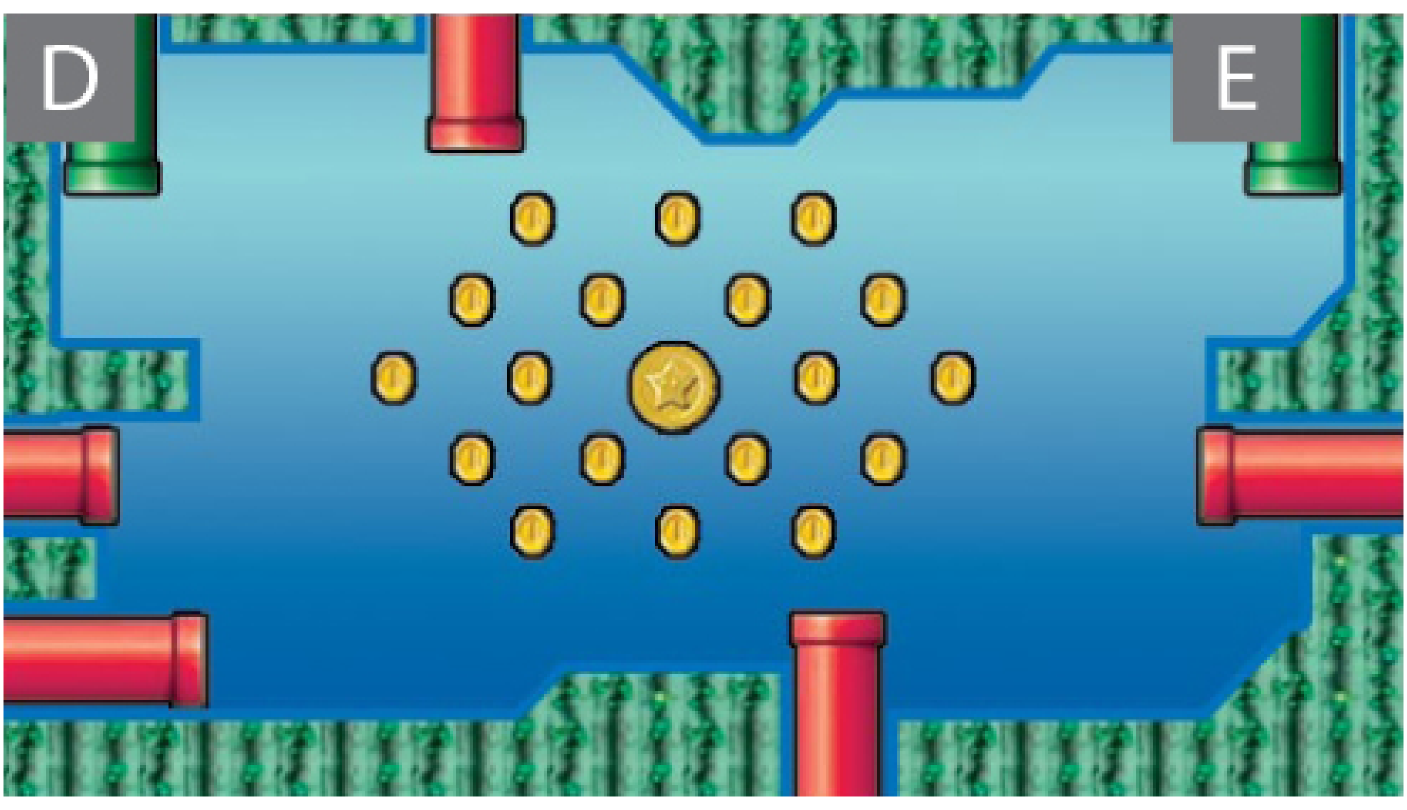




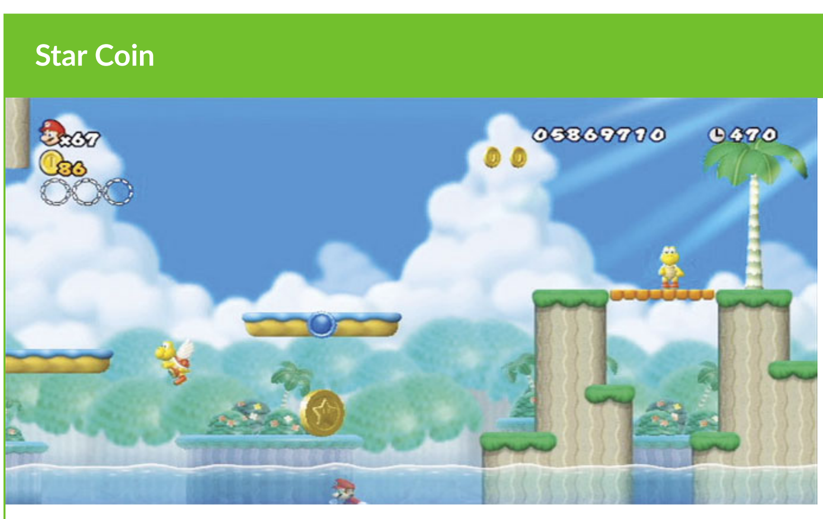
World 9

World 9-2



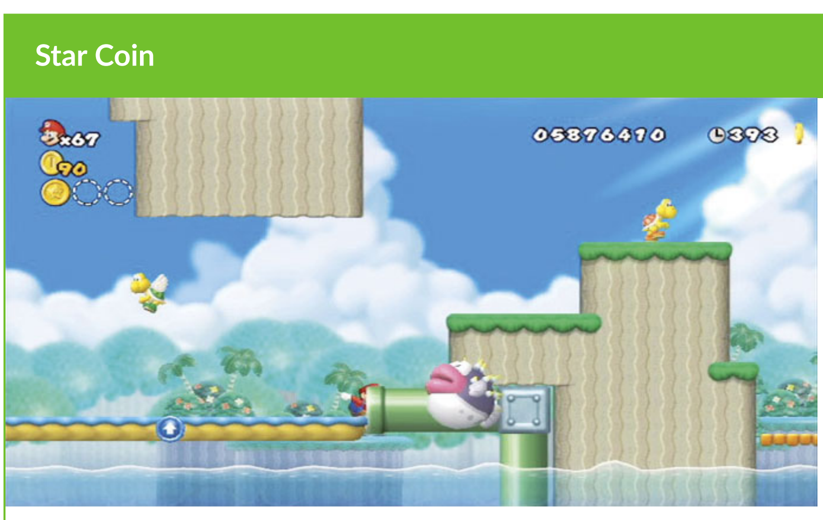


Star Coin

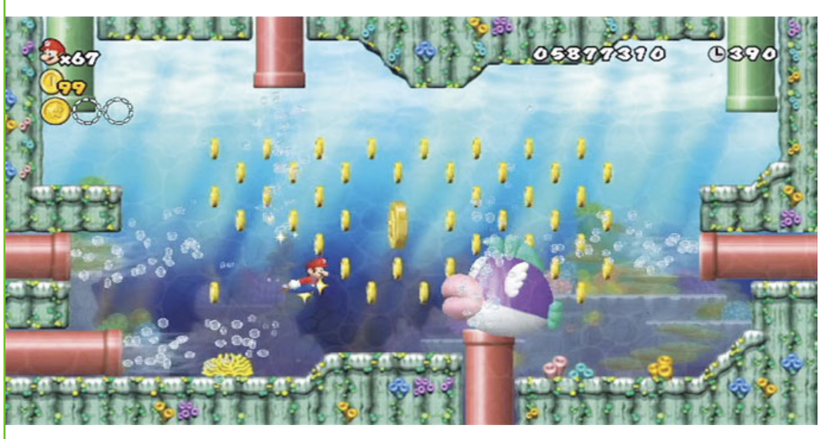


① The first Star Coin is below the second platform at Point 1. Either dive into the water and then jump out to grab it, or ride the platform down to nab it.

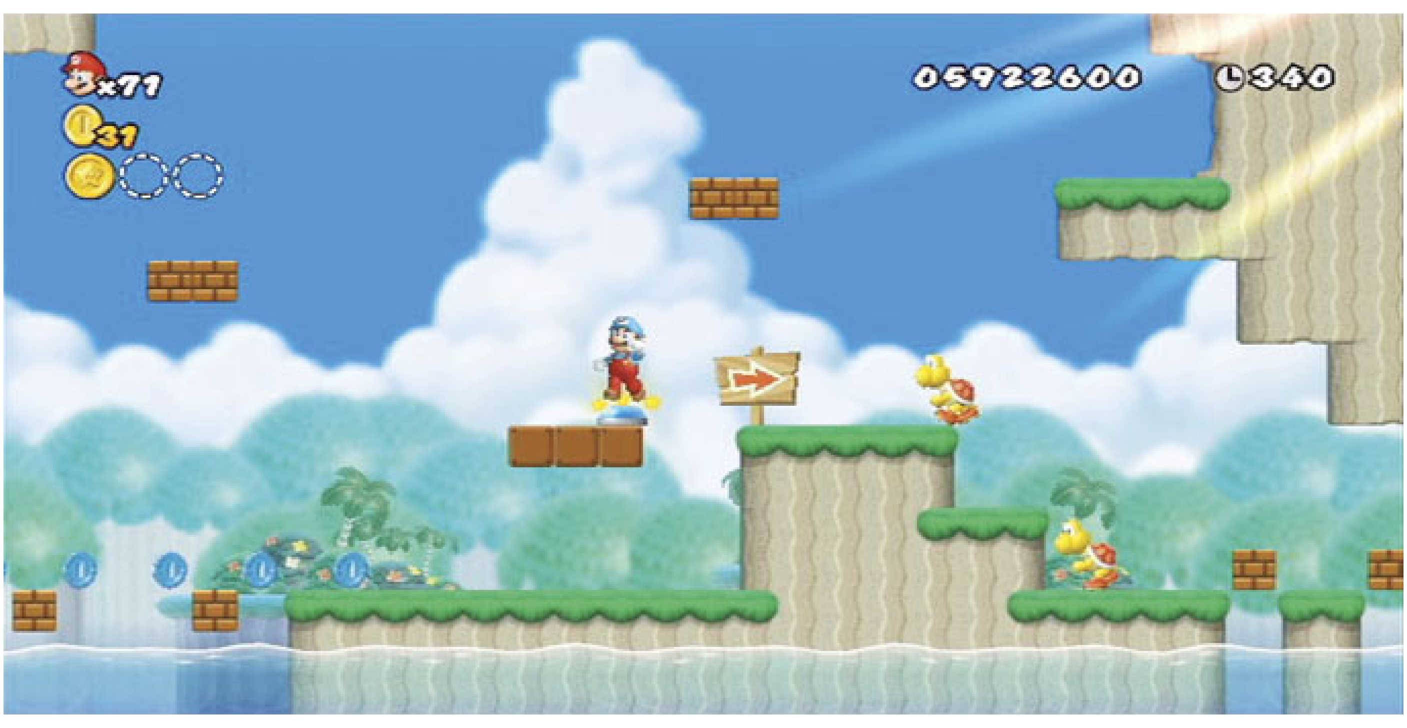
Star Coin



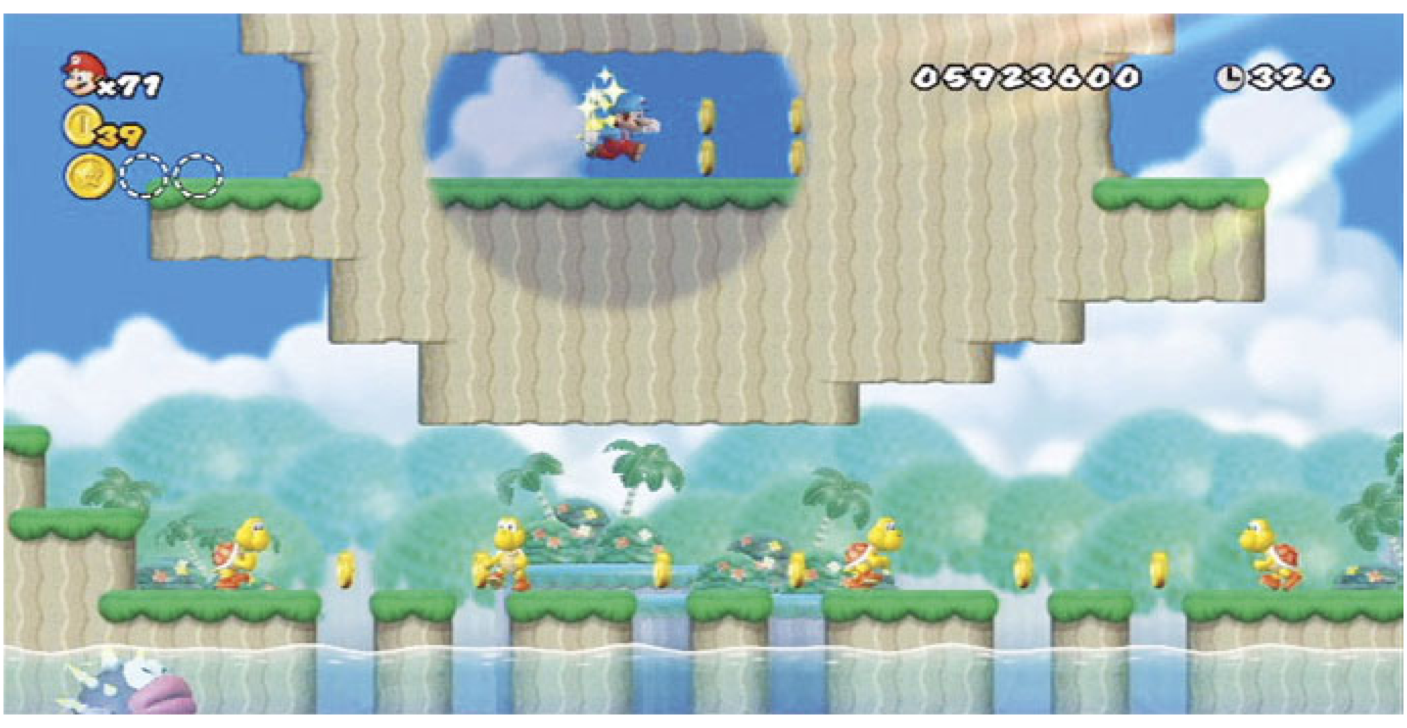
② Stand on the long platform at Point 2 and ride it down to the water.



Just as it passes the green pipe on the right, dash into the pipe to find an underwater room with several coins, a Porcupuffer, and a Star Coin. Drop down to grab the Star Coin, then quickly swim up to the green pipe at the top right to exit the cavern.

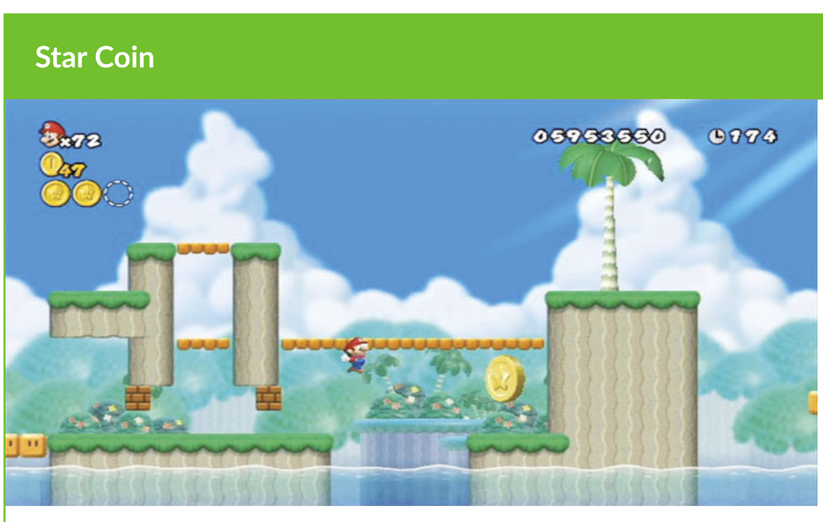


③ Hit the P Switch at Point 3 to expose several blue coins and to transform the regular coins into Blocks.

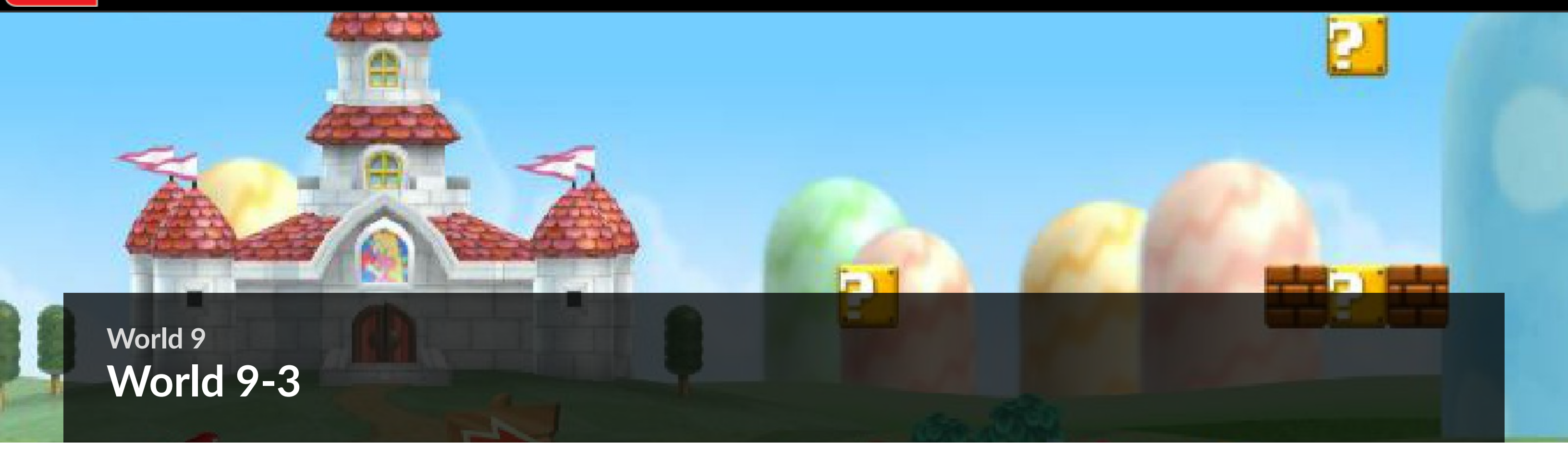


Jump up to the small ledge on the top right to find a secret passage with several coins.

Star Coin

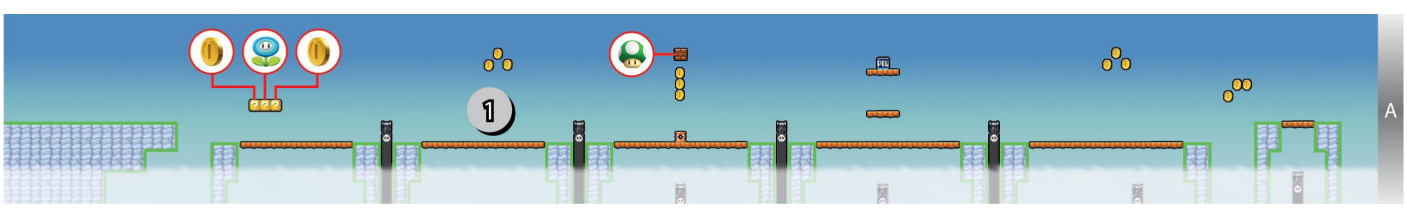


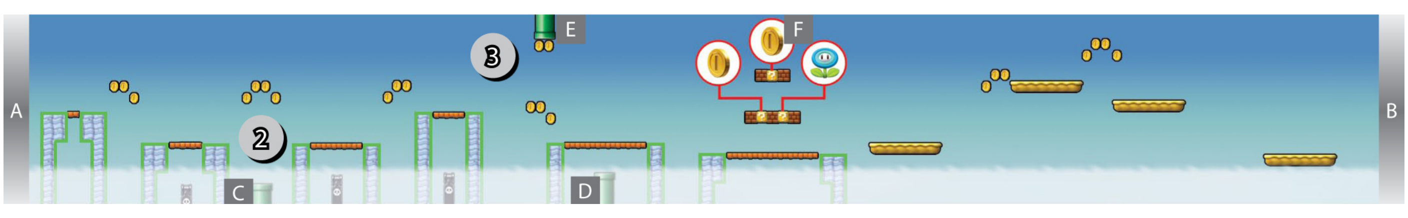
④ Use Koopa shells to destroy the bricks at Point 4, then slide under the gap in the brick wall to find the next Star Coin!

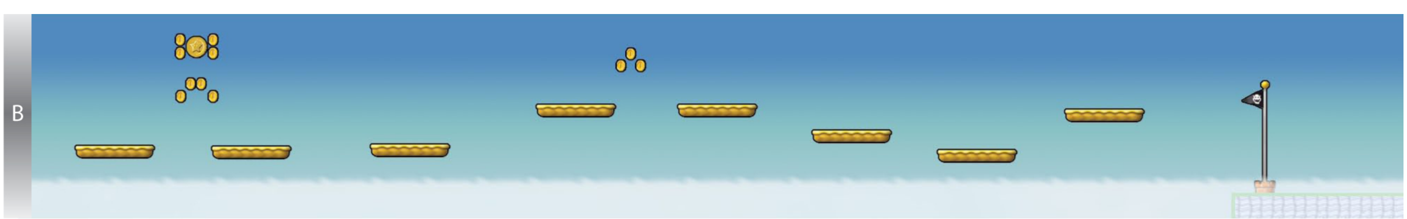


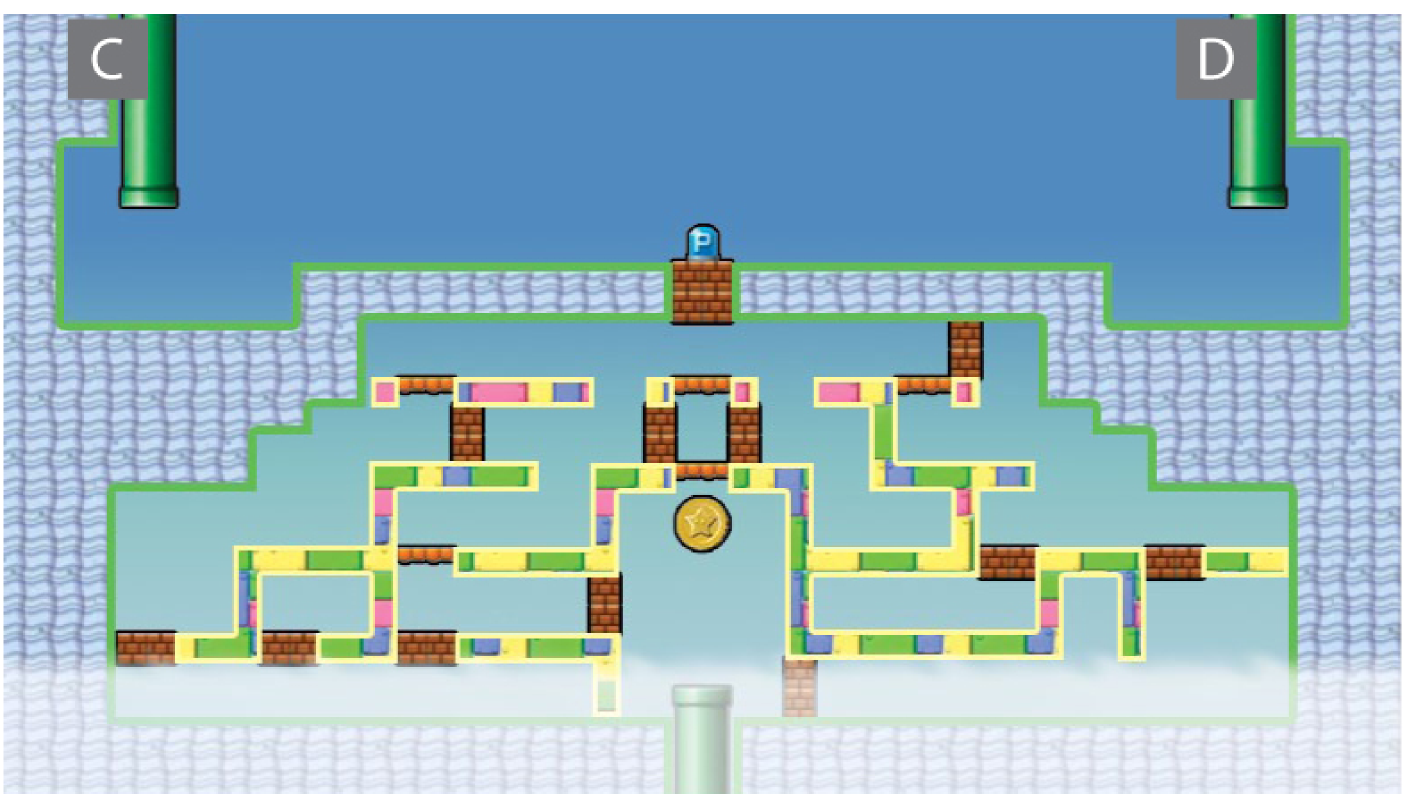
World 9

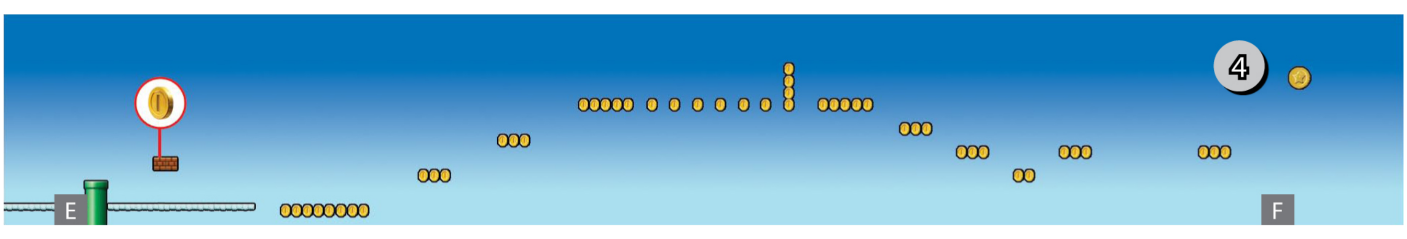
World 9-3

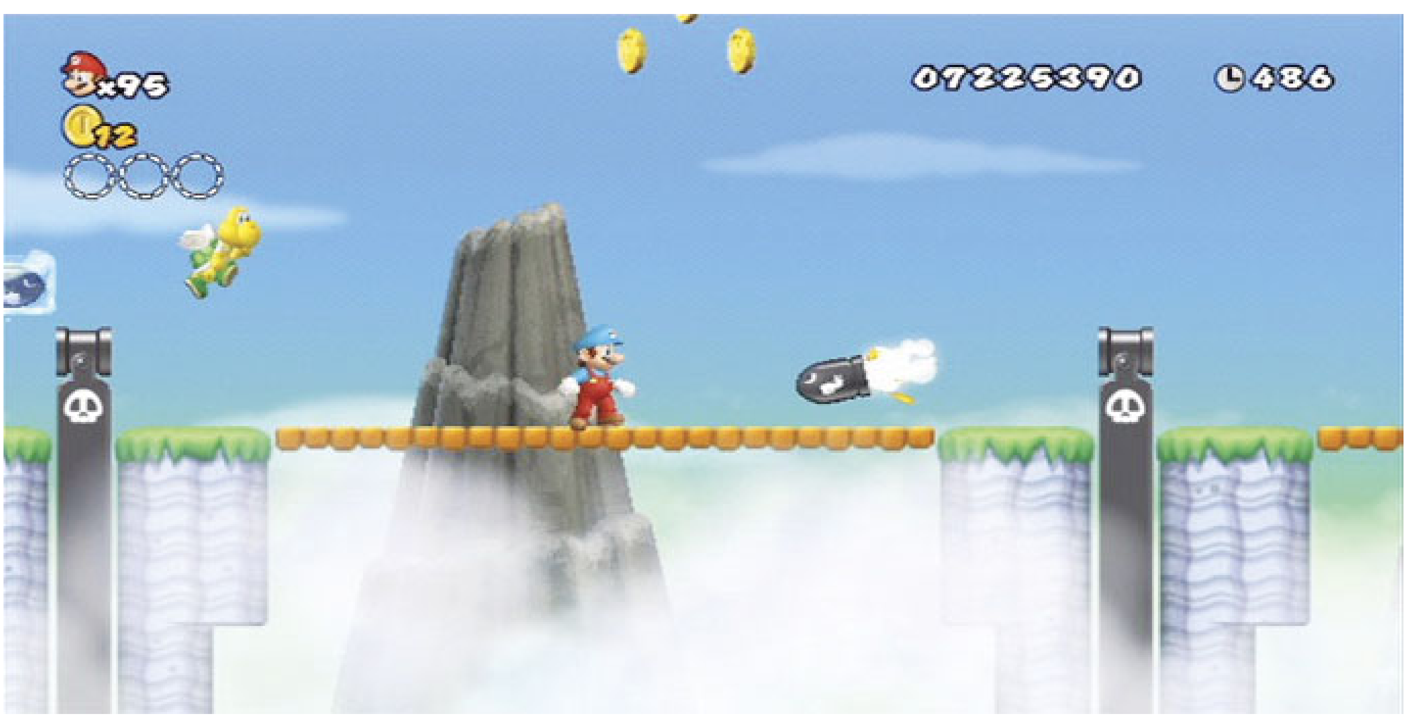






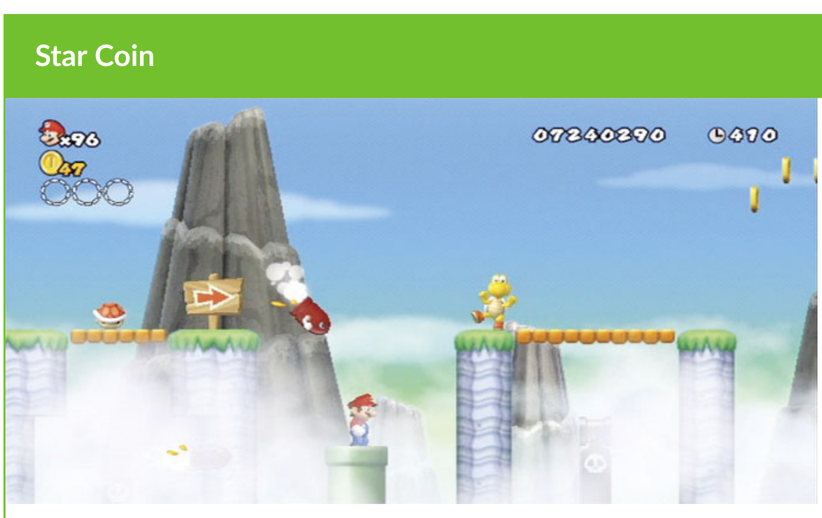




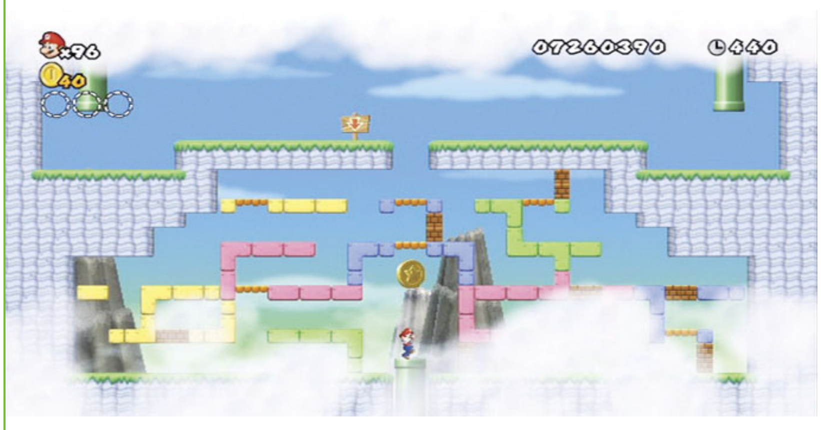


① Stay on the move to avoid getting hit by the Mario-seeking Bullet Bills!

Star Coin



② Go down the pipe at Point 2 to enter a large room with a P Switch and a maze of walls and Blocks. Hit the P Switch to turn the Blocks into coins. Drop down onto the purple wall on the left.

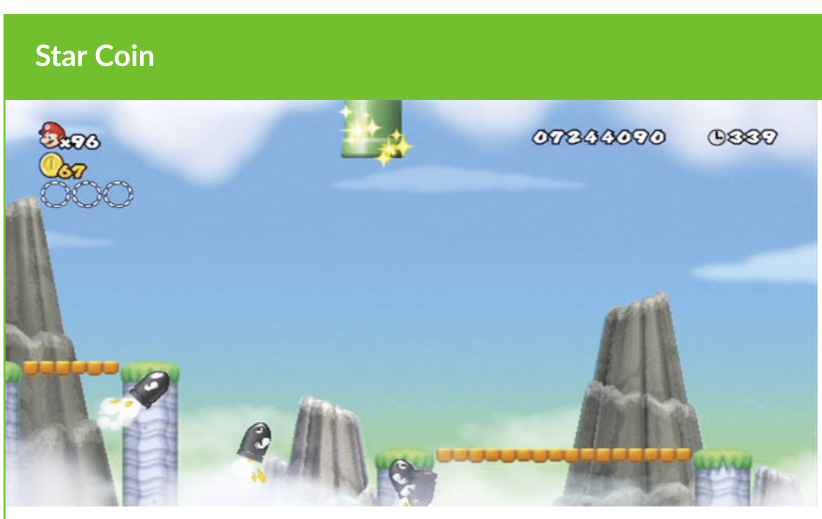


Jump over the gap in the pink wall and drop down all the way to the bottom-left corner near the yellow walls. Go right, then jump up into the gap between the green and yellow walls, then make a right to grab the Star Coin.

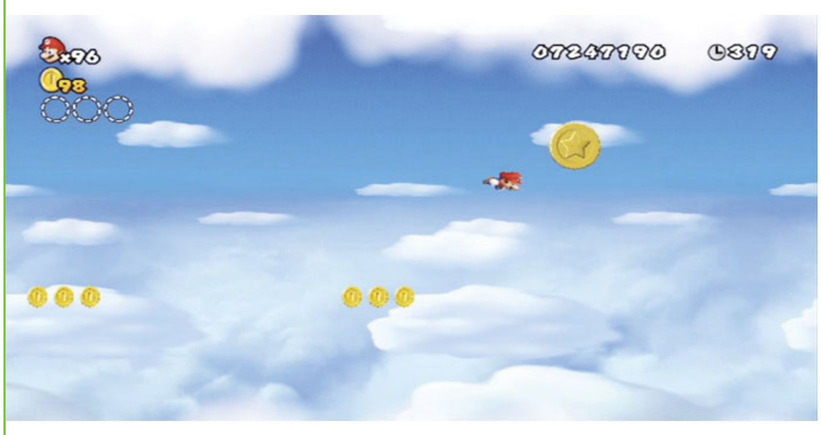
Note

The P Switch appears only once per visit to this level, so if you don't make it to the Star Coin in time, you'll have to get it on another visit.

Star Coin

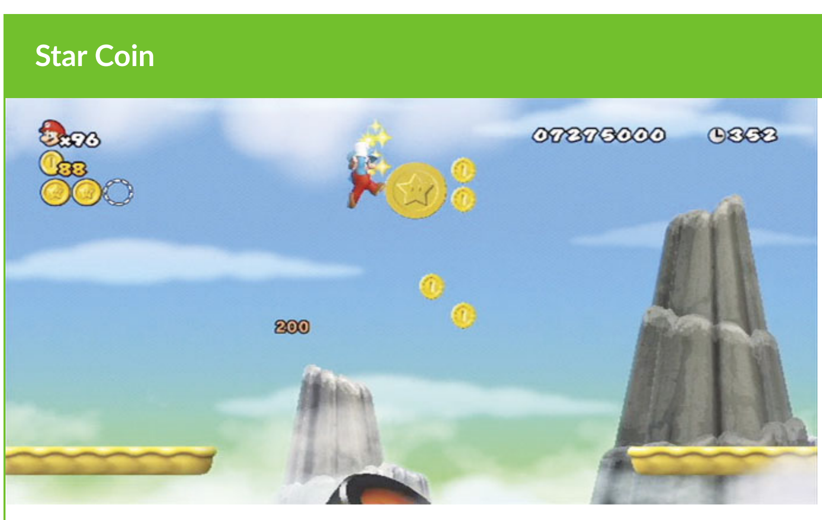


③ Bounce off a Bullet Bill at Point 3 and go up the pipe. You'll enter a room with several coins and a P Switch.

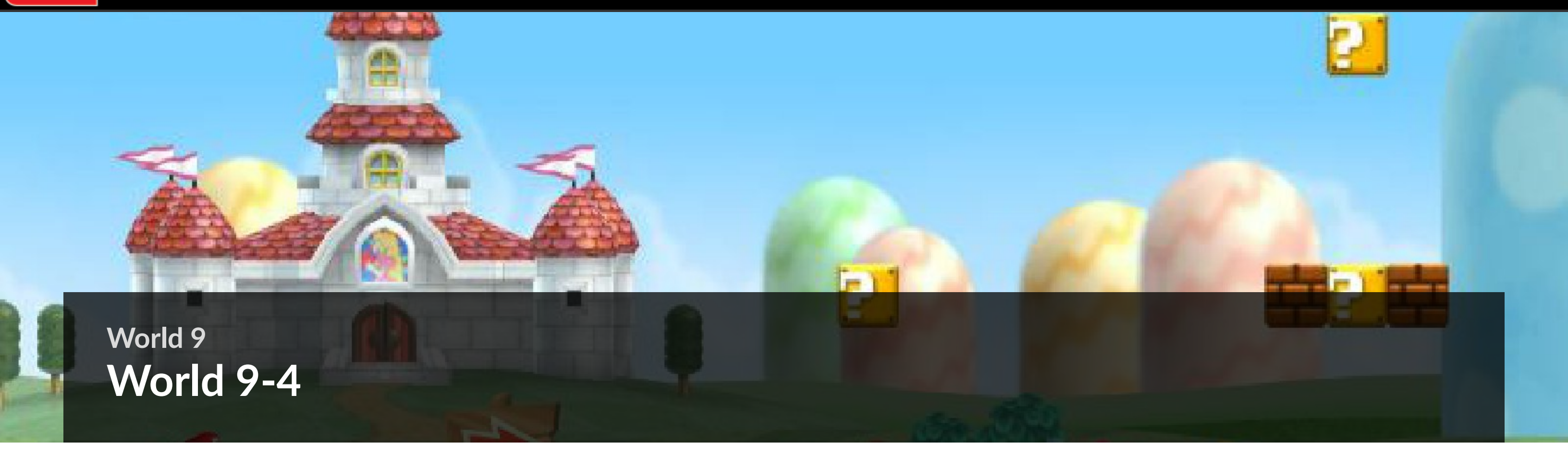


Hit the switch, then quickly dash right, collecting blue coins as you go. When you near the end, execute a triple jump to reach the Star Coin at the end.

Star Coin

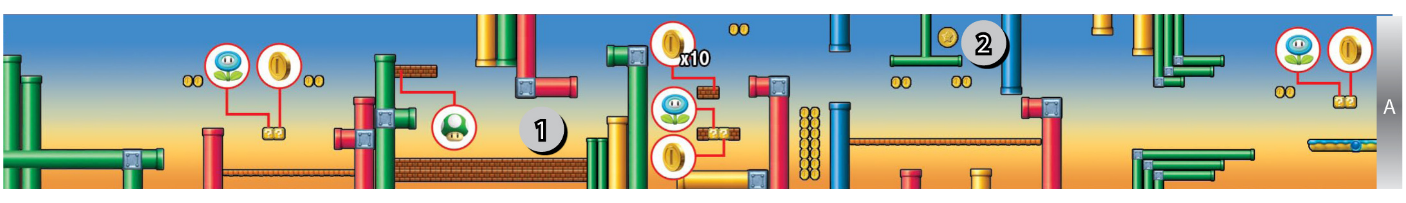


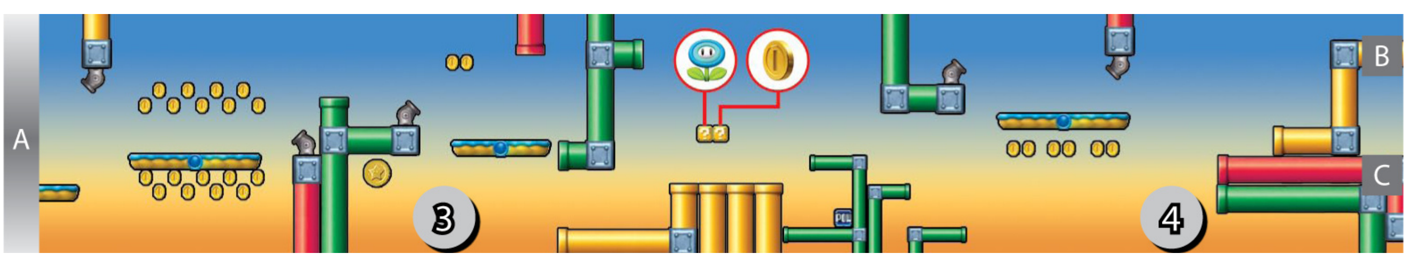
④ The final Star Coin is near the end of the level, above several yellow platforms. Jump off a King Bill to reach it and then land on the yellow platform below.

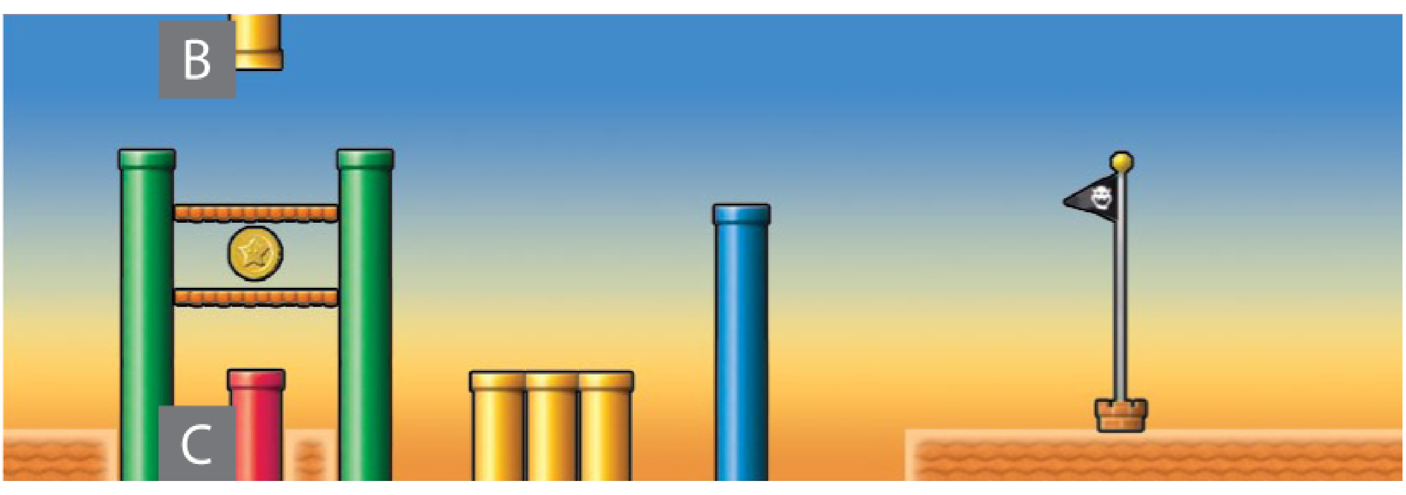


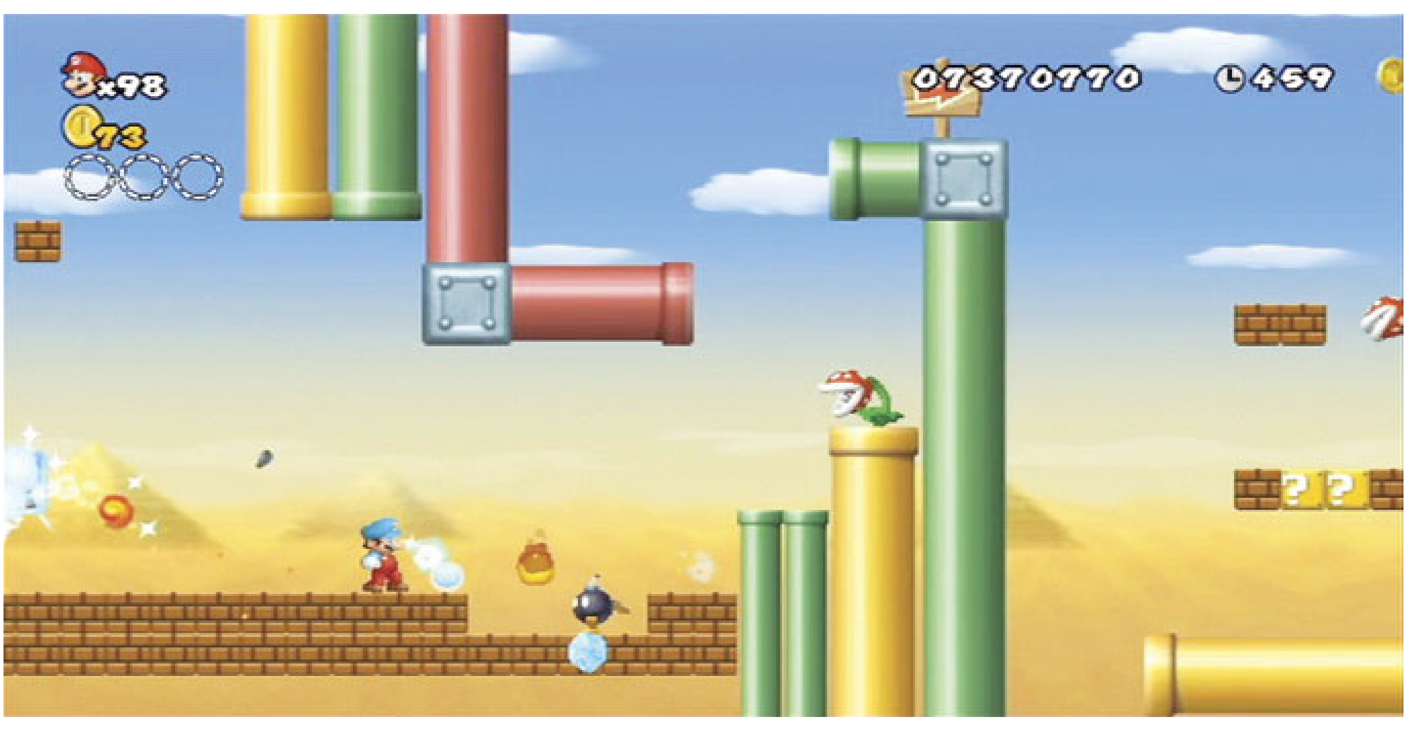
World 9

World 9-4



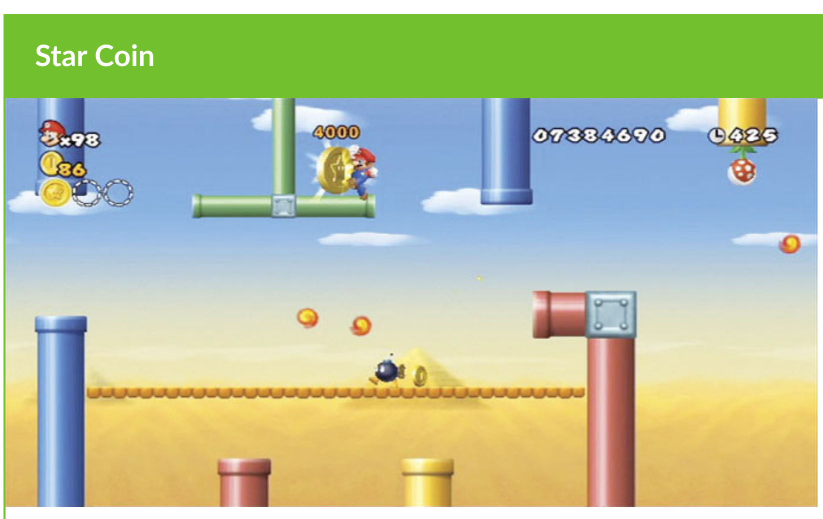






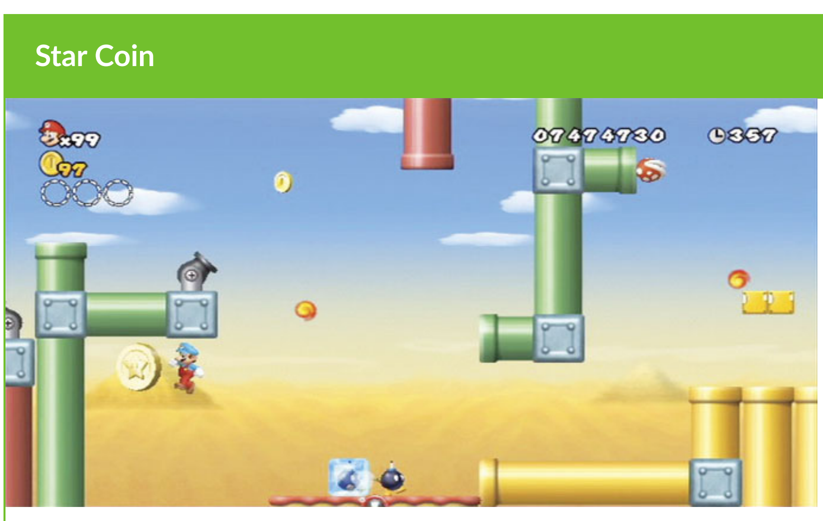
① Don't blow up too many Bob-ombs at Point 1. They'll destroy the walkway you need to cross!

Star Coin



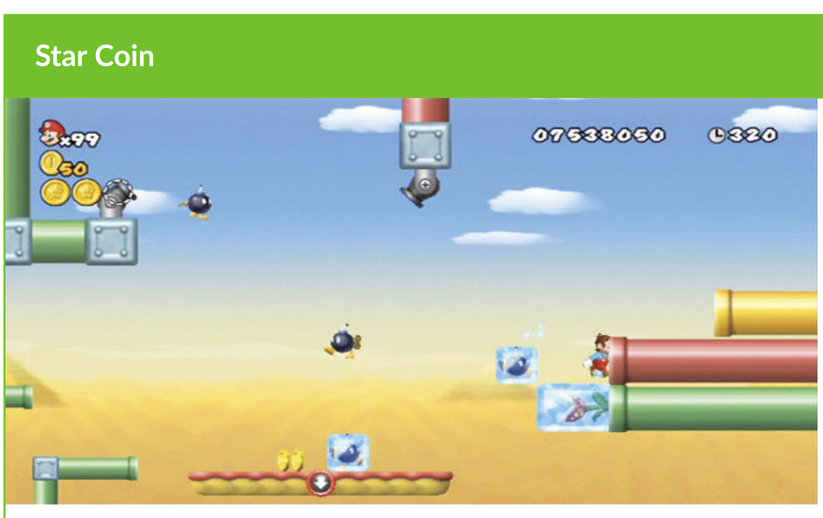
② Wait for the blue pipe at Point 2 to drop, then Wall-Jump off it to reach the first Star Coin.

Star Coin

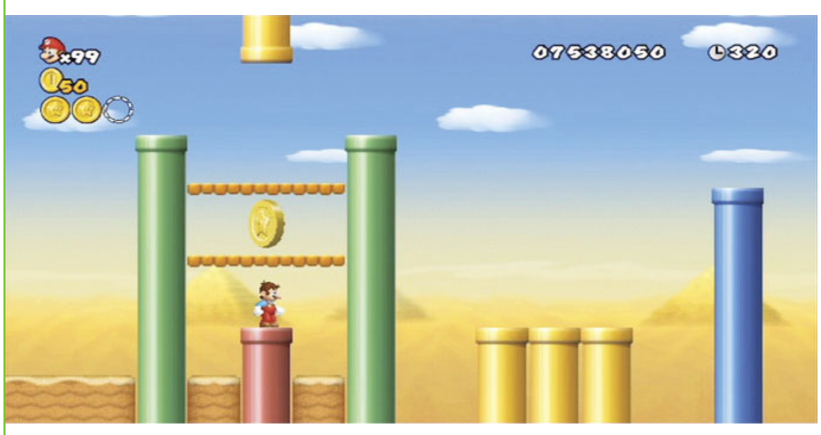


③ The second Star Coin can be very difficult to get. You can either try to toss a Bob-omb at it as you ride the platform down, or let the platform drop below the Star Coin, then leap out to grab it and Wall-Jump back onto the platform.

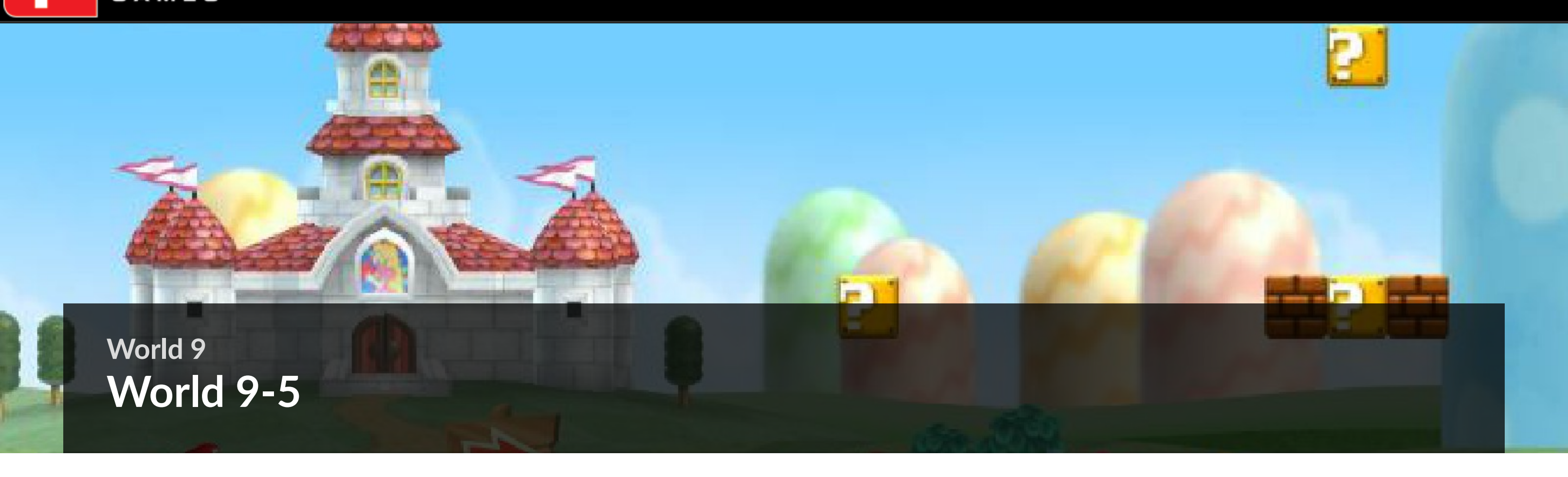
Star Coin



④ To get the last Star Coin, freeze the Piranha Plant that pops out of the green pipe at Point 4, then go through the pipe above it.

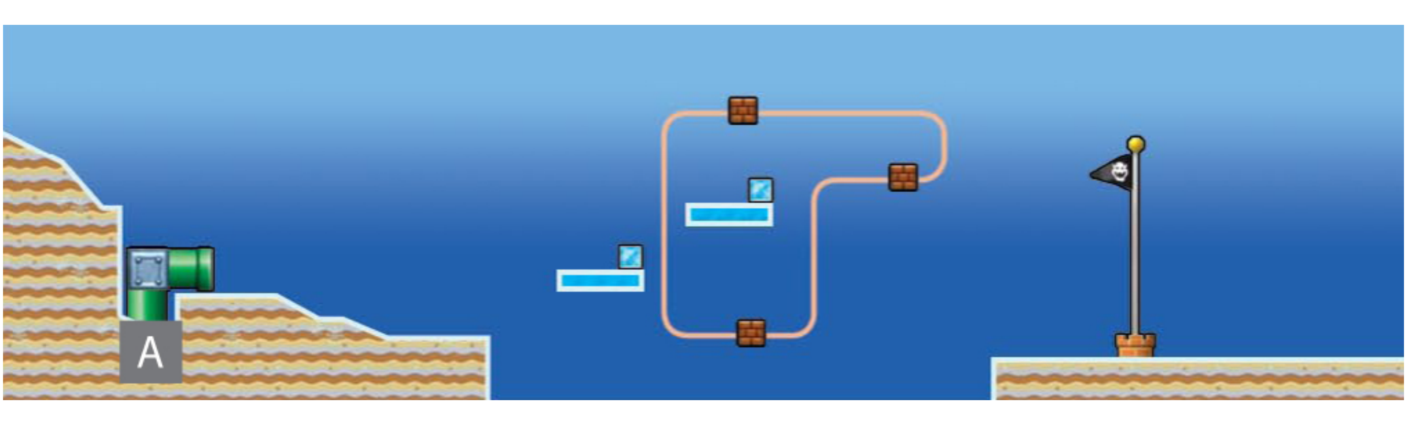


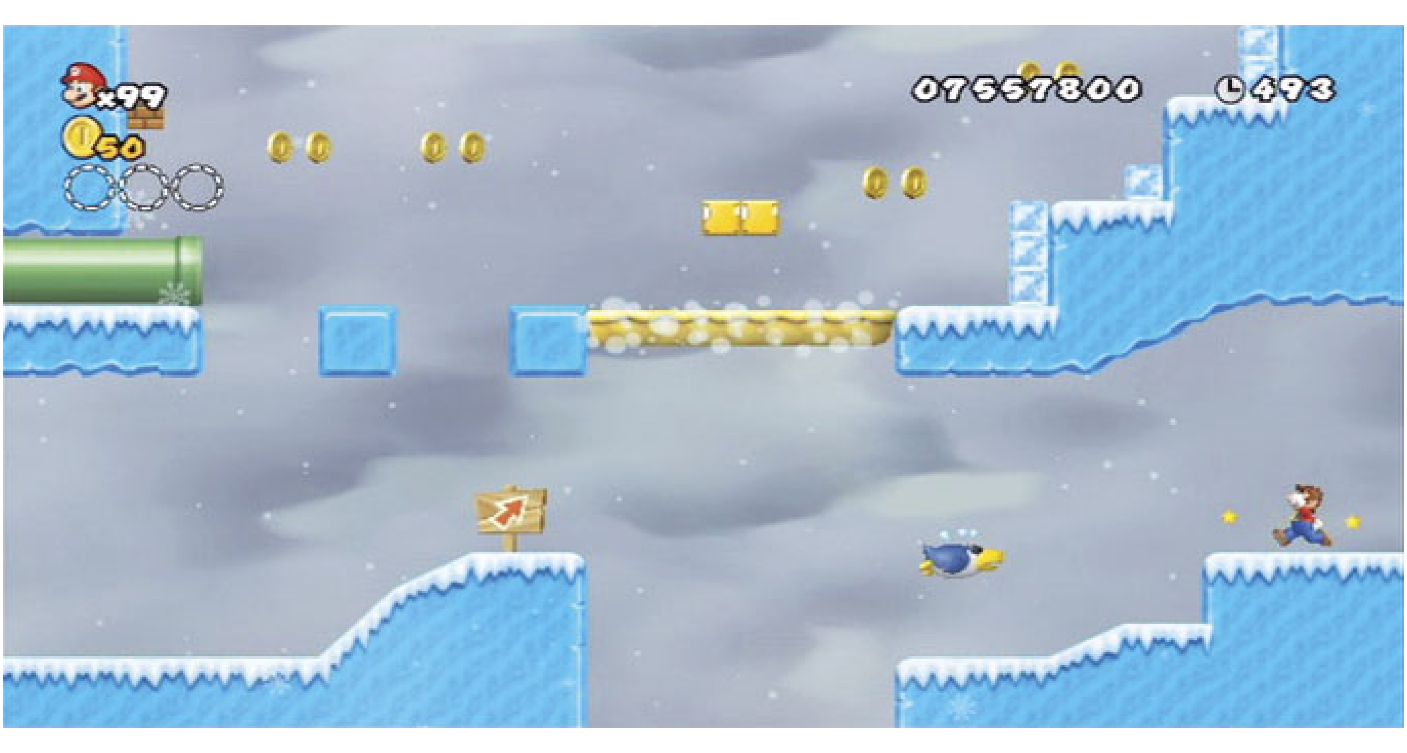
It'll take you to a small enclosure with the Star Coin. Grab it, then hop out to finish the level.



World 9

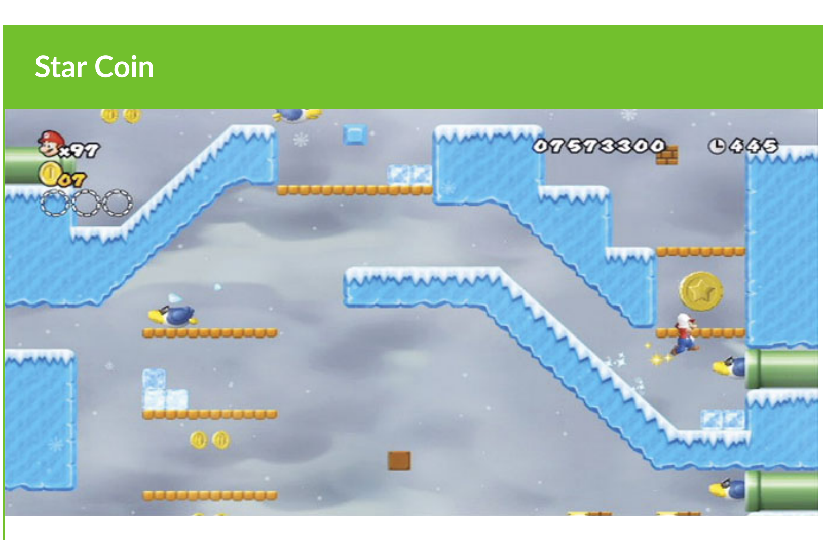
World 9-5





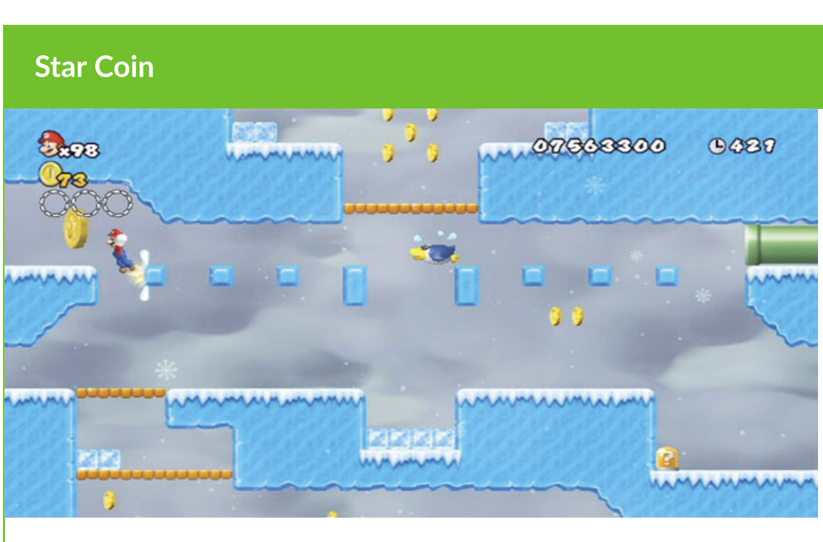
① Hit the ? Switch on the bottom right of Point 1 to reveal a yellow platform that rises and falls near the center of the level. Climb up to hit both ? Blocks and get a power-up!

Star Coin

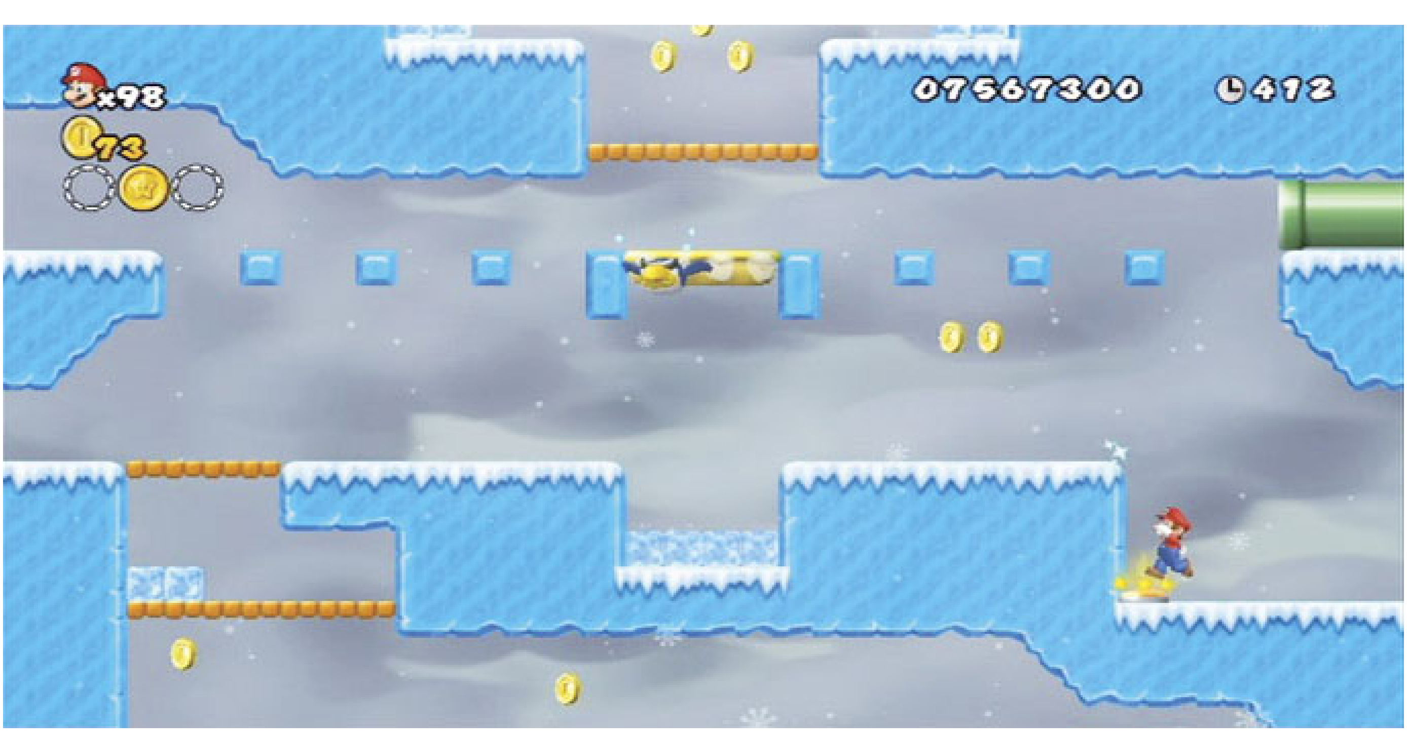


② At Point 2, wait for the Cooligan to shoot out of the pipe on the far right, then quickly slide down toward the pipe. As you reach the bottom of the decline, jump up to the ledge above you and grab the first Star Coin!

Star Coin

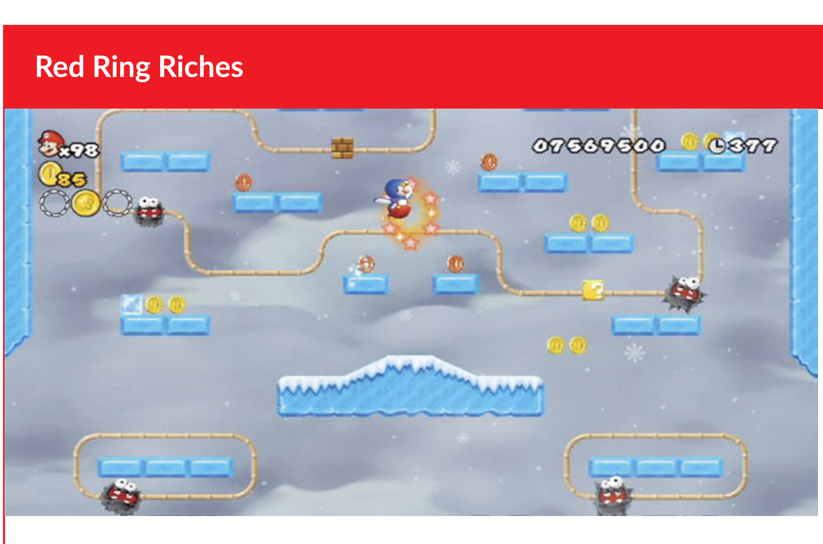


③ The next Star Coin is on the far left at Point 3. Wall-Jump up the ice blocks on the left to reach the Star Coin.



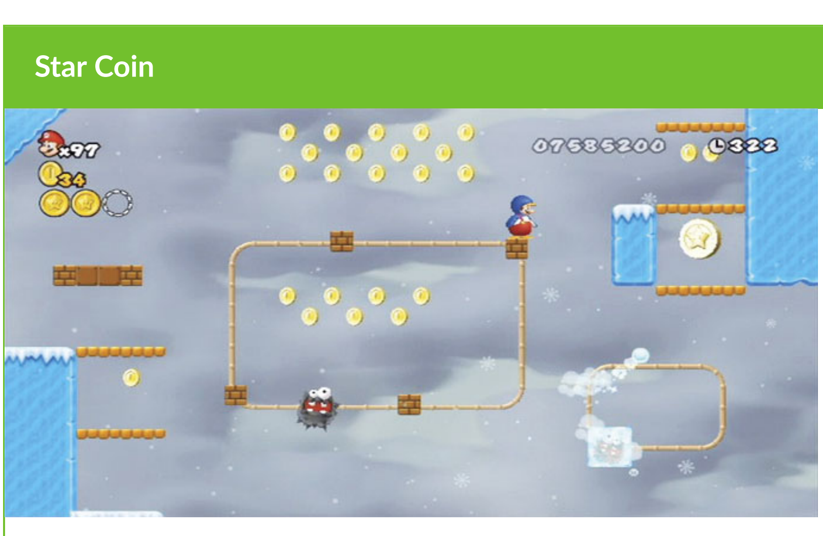
④ Hit the ? Switch on the bottom-right corner to reveal another yellow platform near the center of the map. Ride the platform up to the next area.

Red Ring Riches

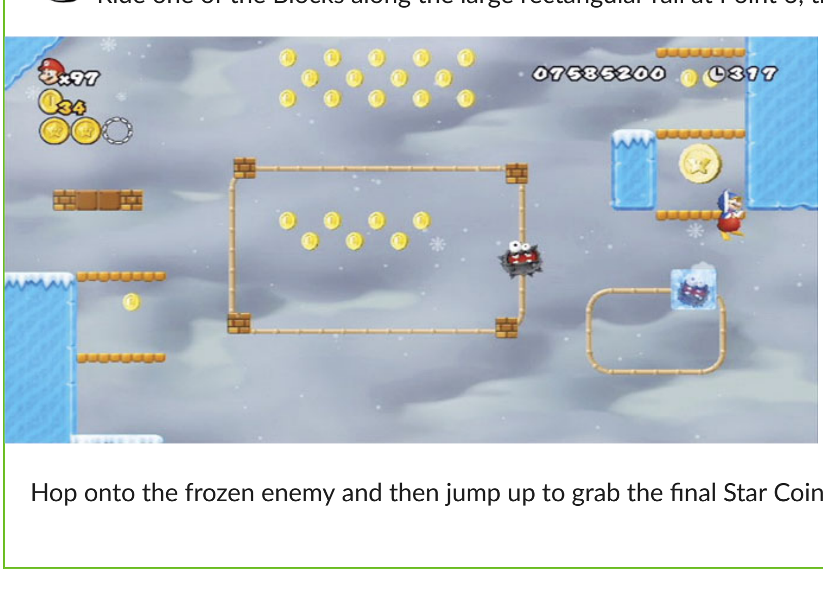


⑤ There's a Red Ring at Point 5. Jump up to reveal the red coins and hop across the icy platforms to gather all eight red coins.

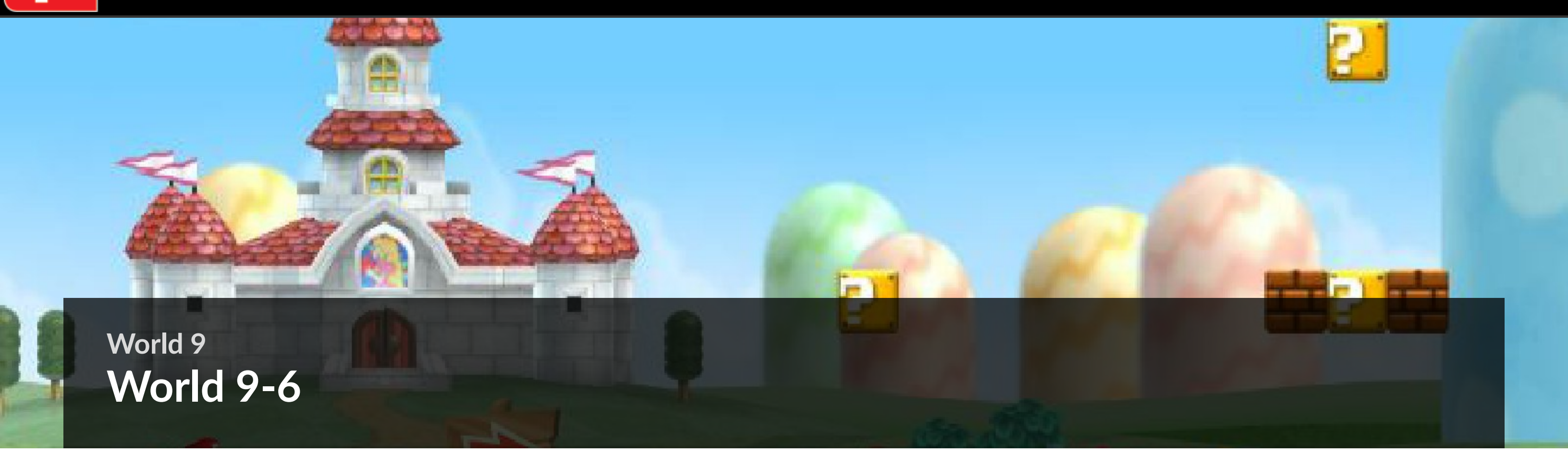
Star Coin



⑥ Ride one of the Blocks along the large rectangular rail at Point 6, then freeze the enemy on the right.

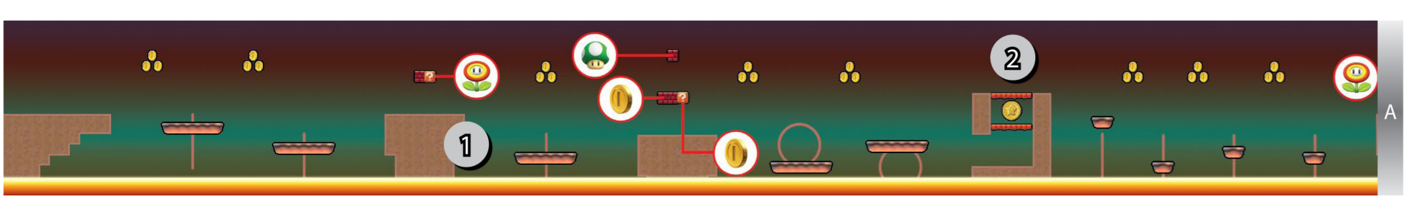


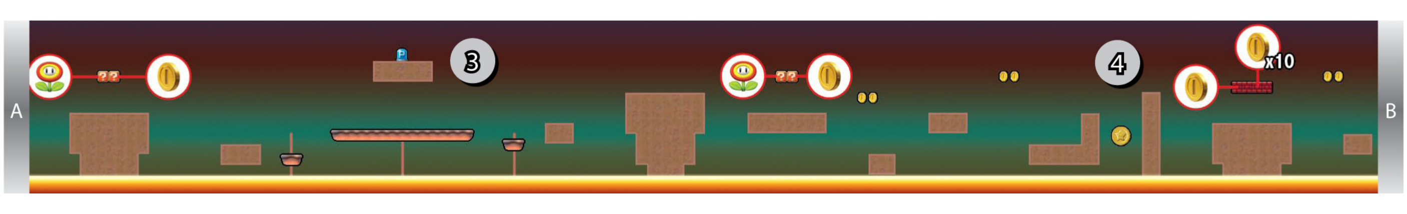
Hop onto the frozen enemy and then jump up to grab the final Star Coin!

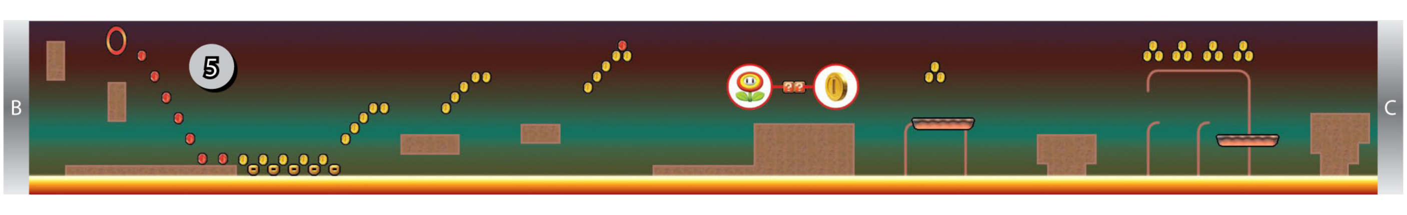


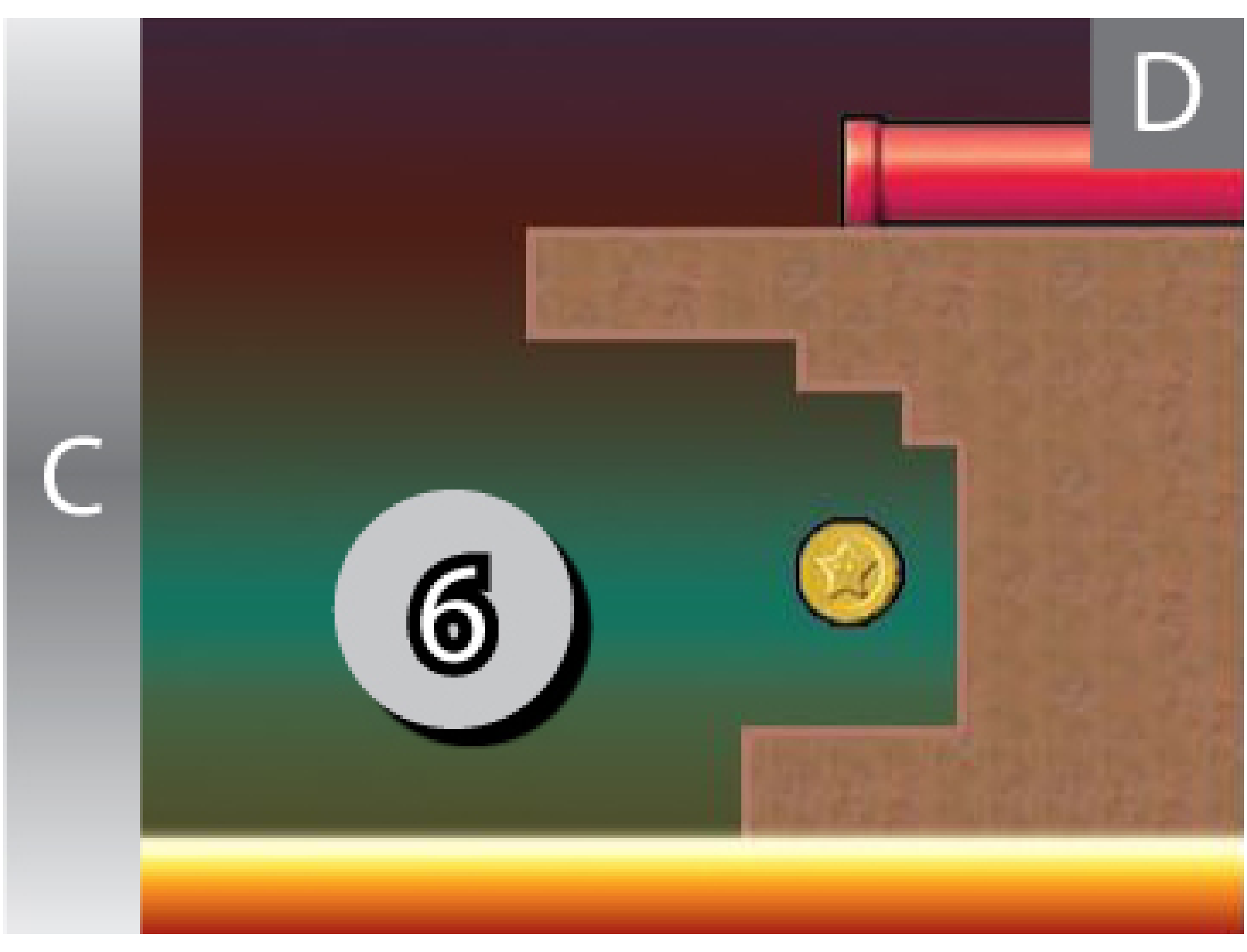
World 9

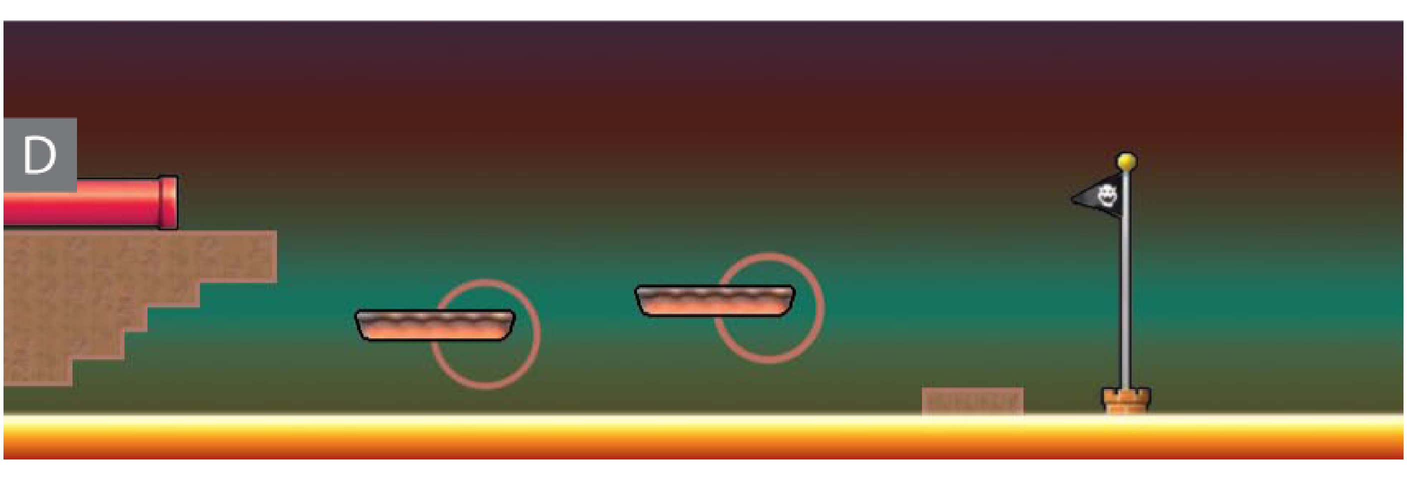
World 9-6

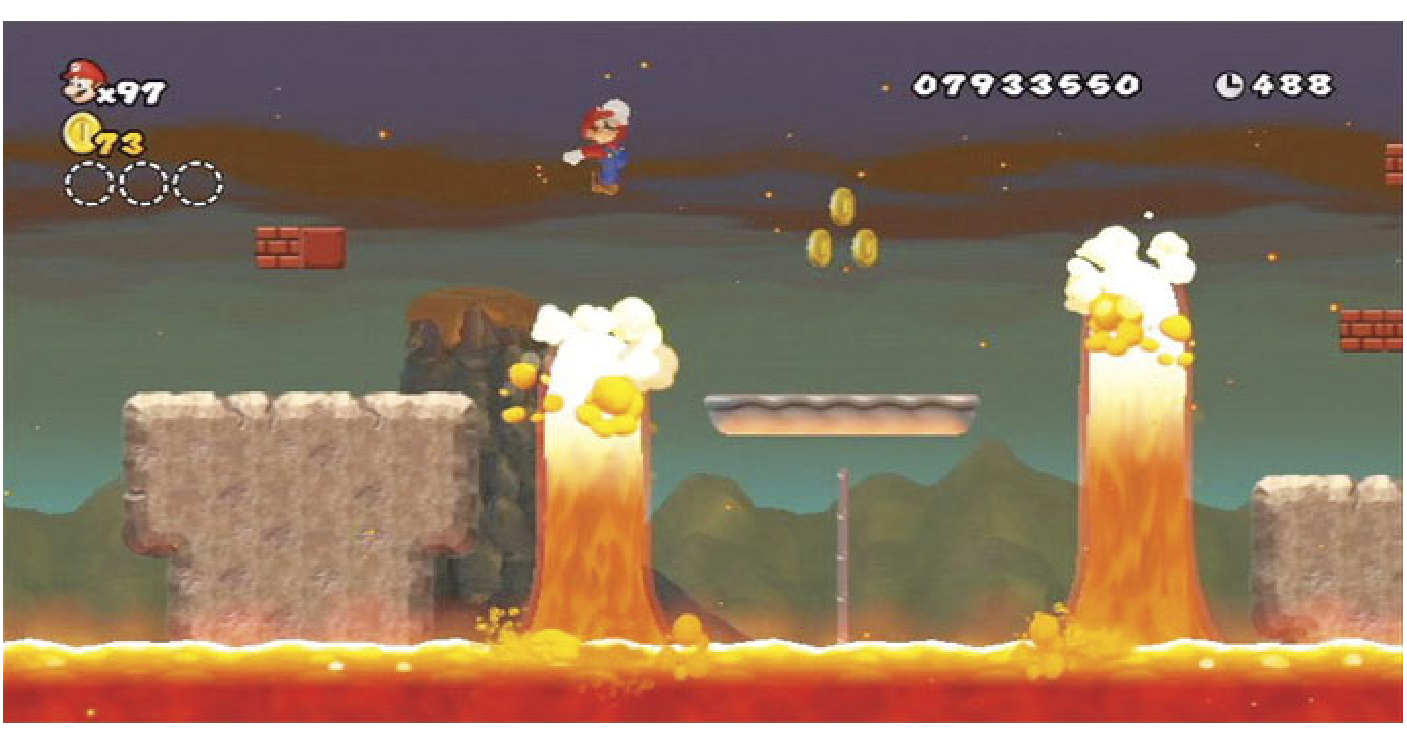






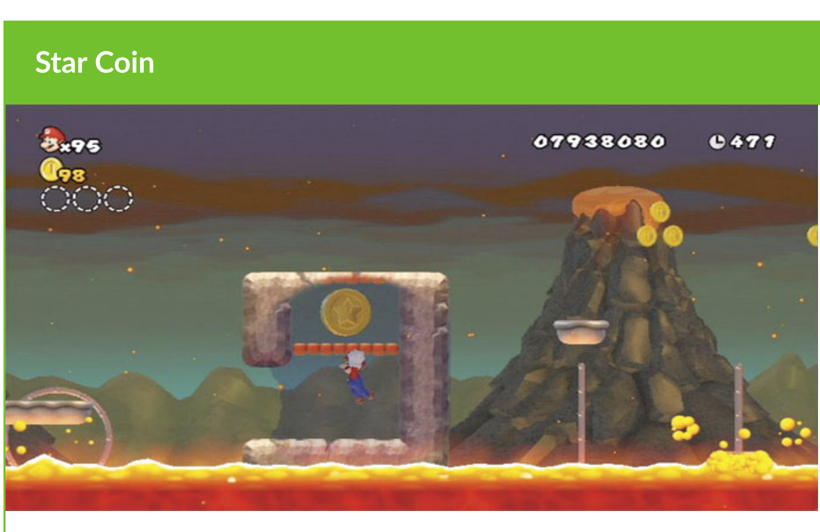




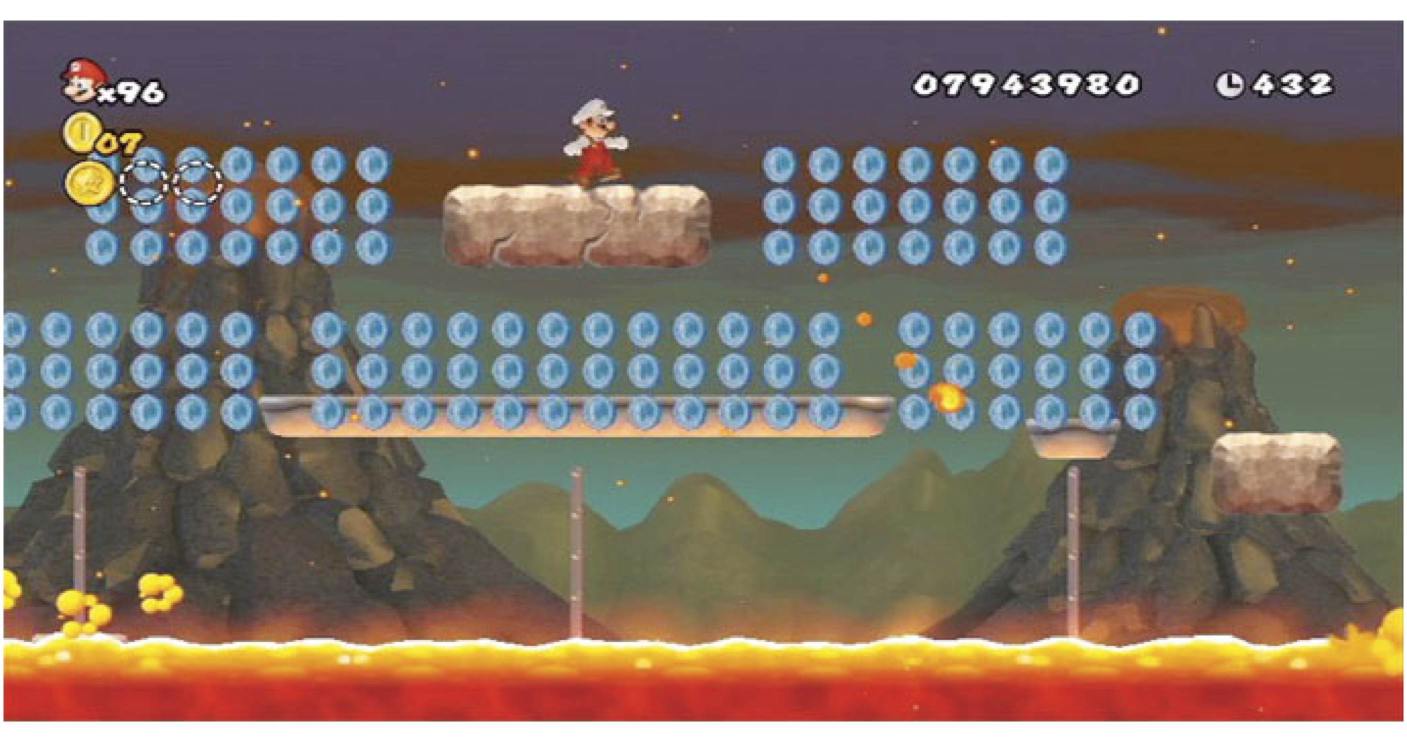


① Time your jumps carefully to avoid falling into the lava. Try to jump onto the platforms as they emerge from the lava, not as they are about to go back into it.

Star Coin

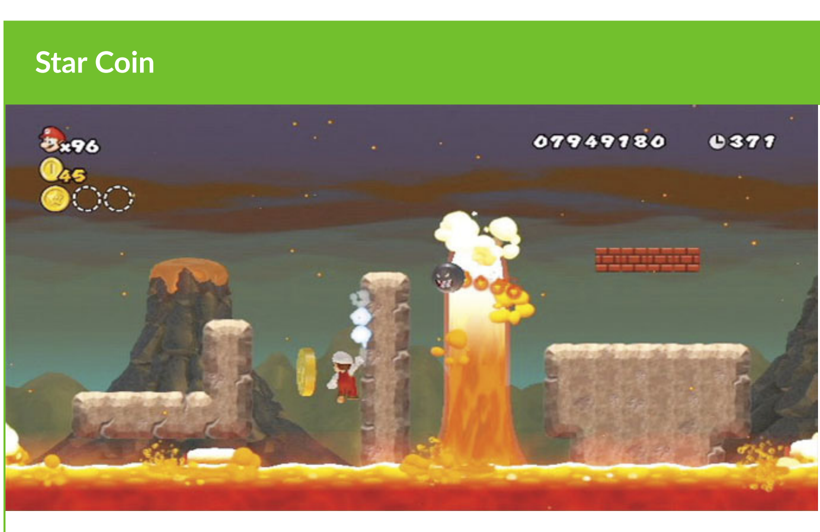


② At Point 2, Wall-Slide down the left side of the stone structure and fall into a hidden niche with the first Star Coin.



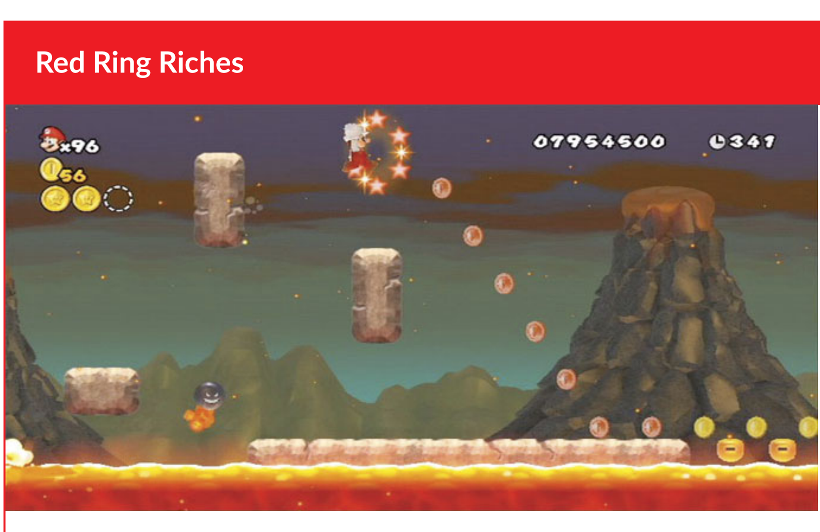
③ Hit the P Switch at Point 3, then use the rising and falling platforms to grab as many blue coins as you can.

Star Coin



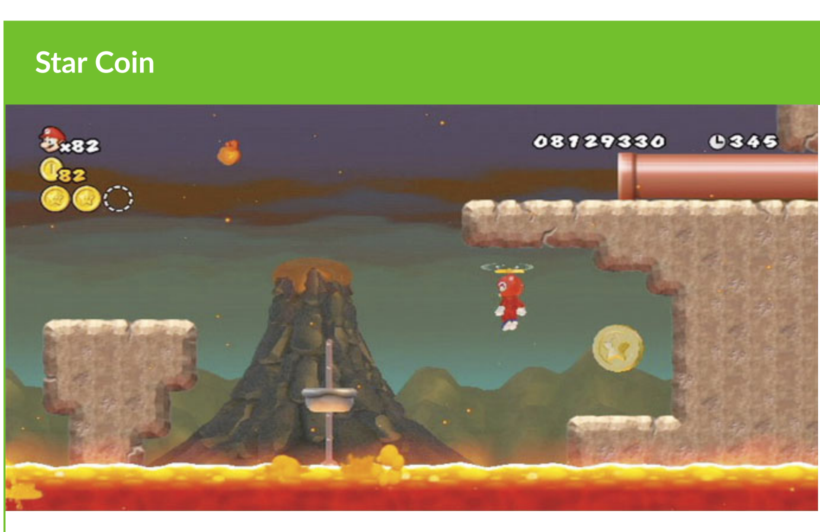
④ Wall-Slide down the gap at Point 4, then Wall-Jump up the gap to grab the next Star Coin.

Red Ring Riches

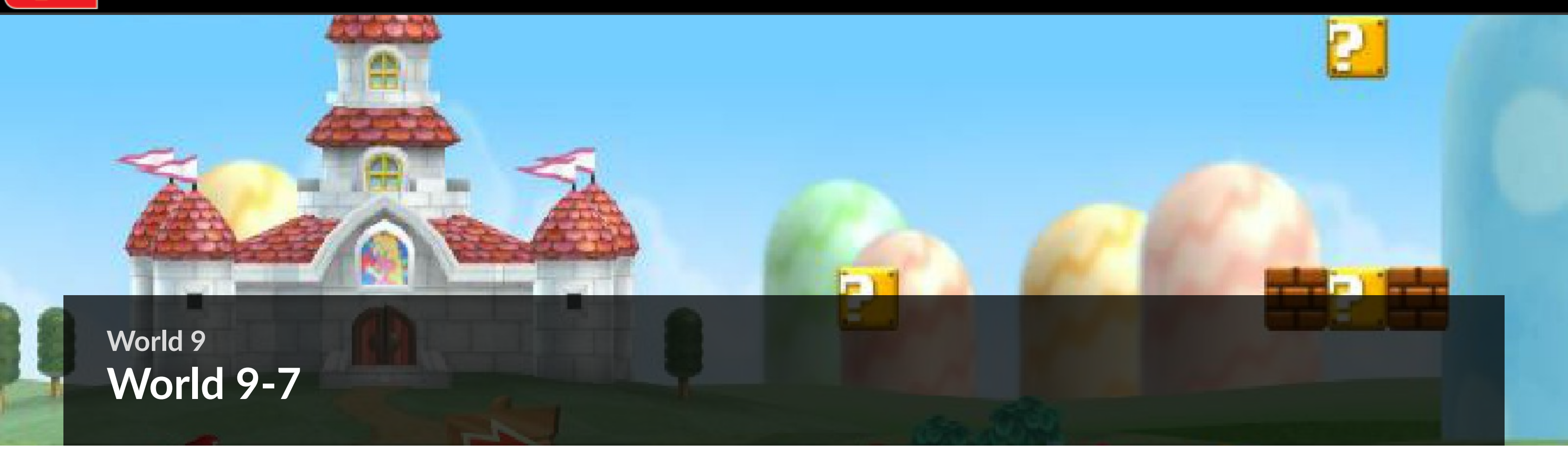


⑤ Wall-Jump up the staggered wall sections at Point 5 and pass through the Red Ring. As you fall, you'll grab the first six red coins. Dash right and then triple jump to grab the last two.

Star Coin

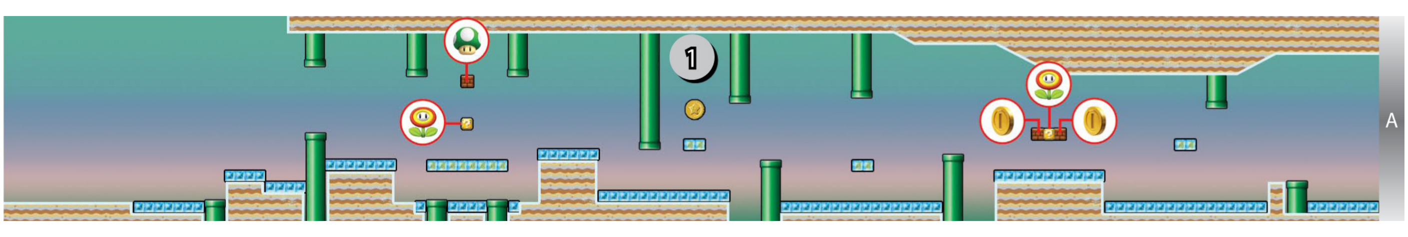


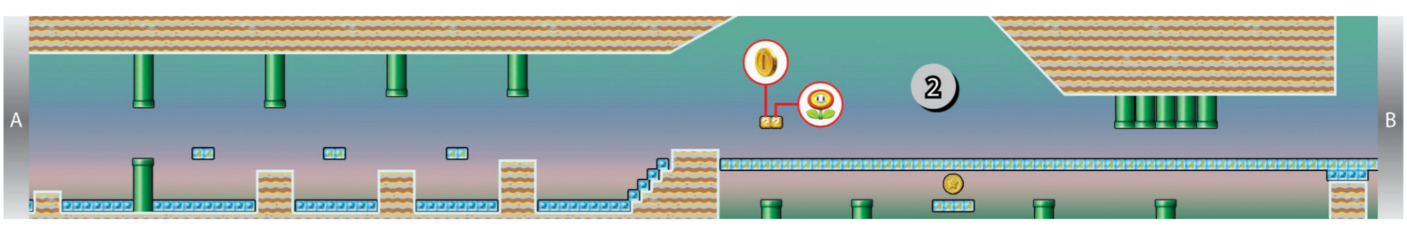
⑥ The last Star Coin is just below the pipe at Point 6. Hop from the tiny platform onto the ledge with the Star Coin, then hop back out and up to the pipe.

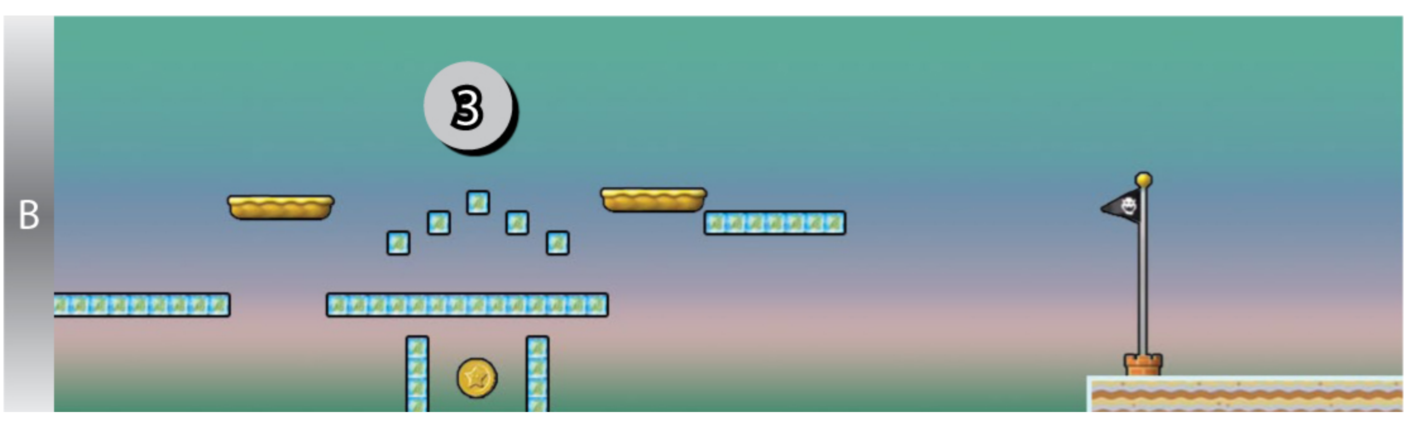


World 9

World 9-7



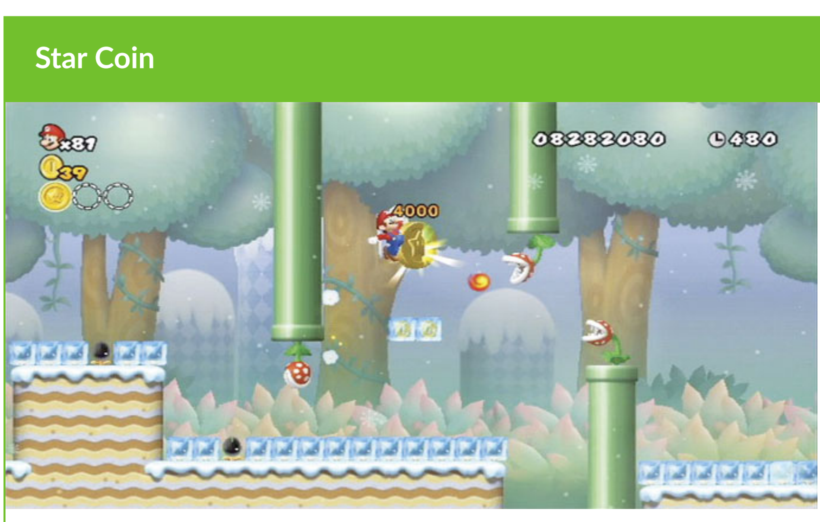




x84
75
08207220
454

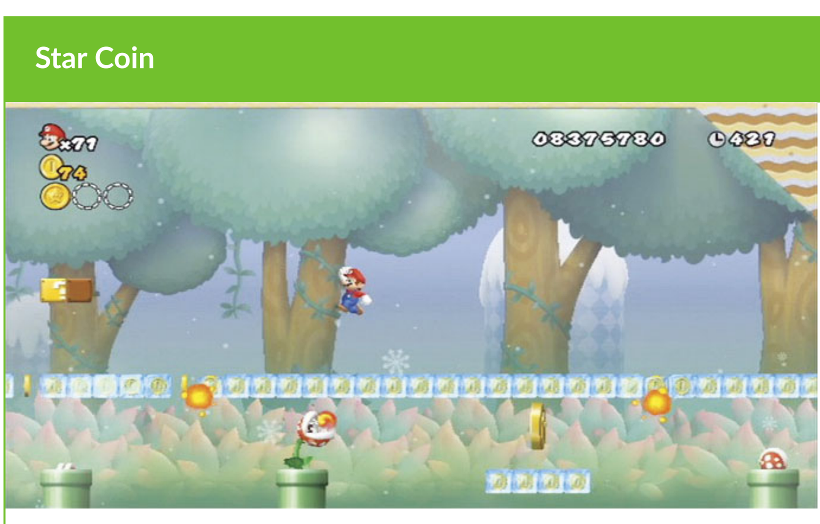
This is one of the most difficult levels. To beat it, you must make a speedy run across it, dashing and using Spin-Jumps to cross the level.

Star Coin

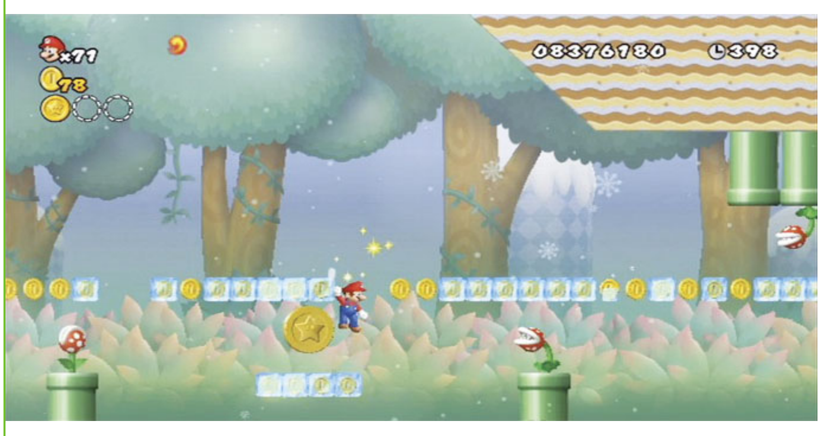

x81
39
08282080
480
4000

① Wall-jump off the pipe on the left to grab the first Star Coin

Star Coin

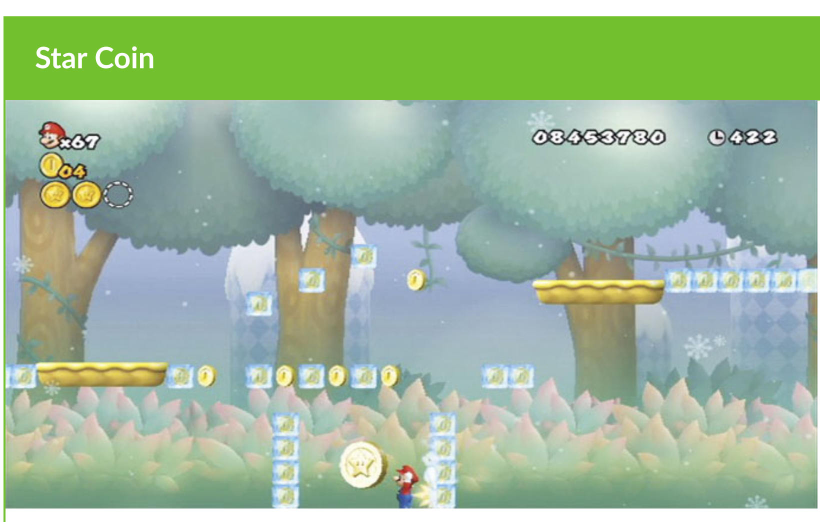

x71
74
08375780
421

② To get the second Star Coin, stand on the ice blocks above it at Point 3, but not so far that you can see the row of Venus Fire Traps on the far right.

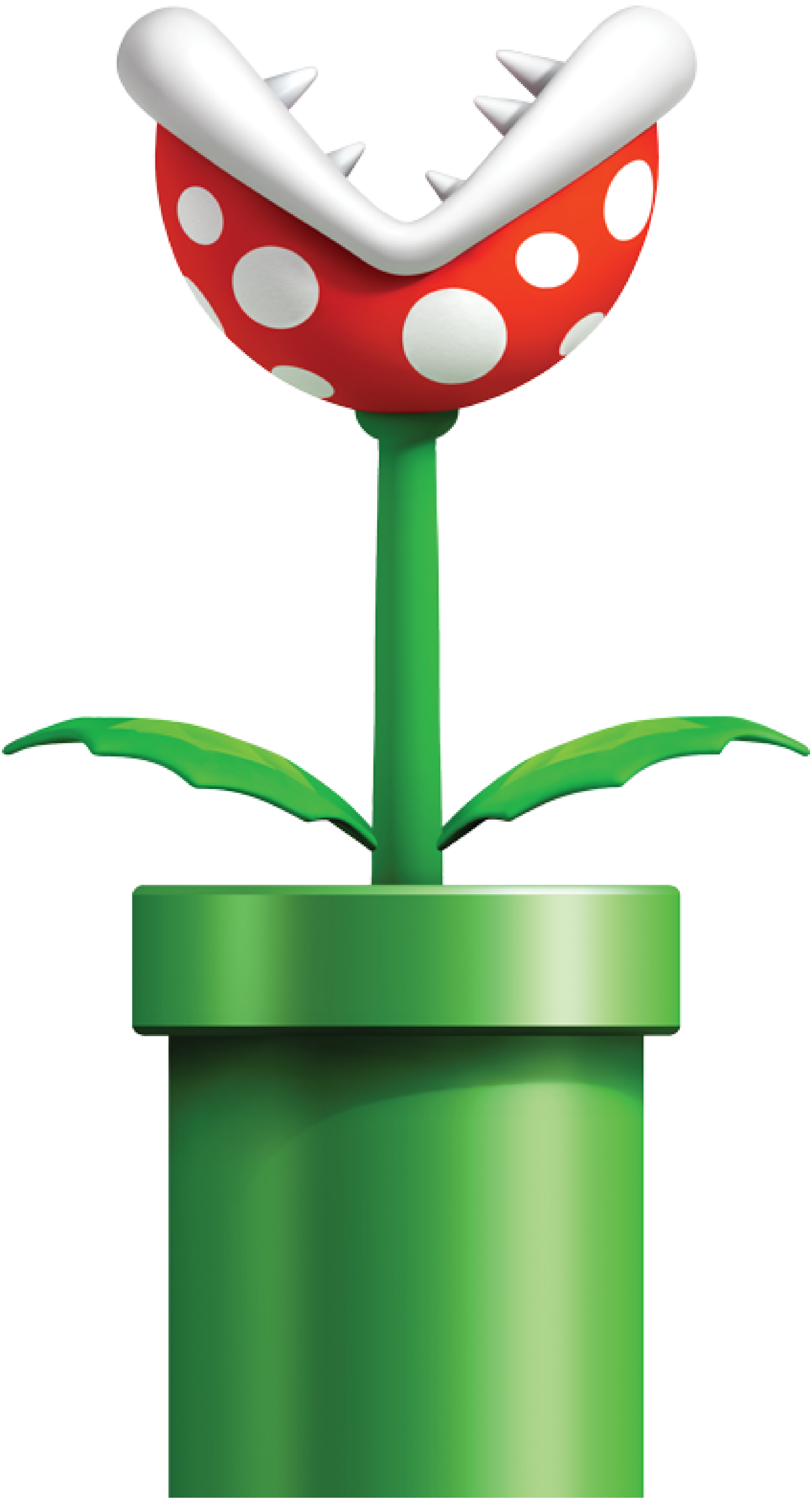

x71
78
08376180
398

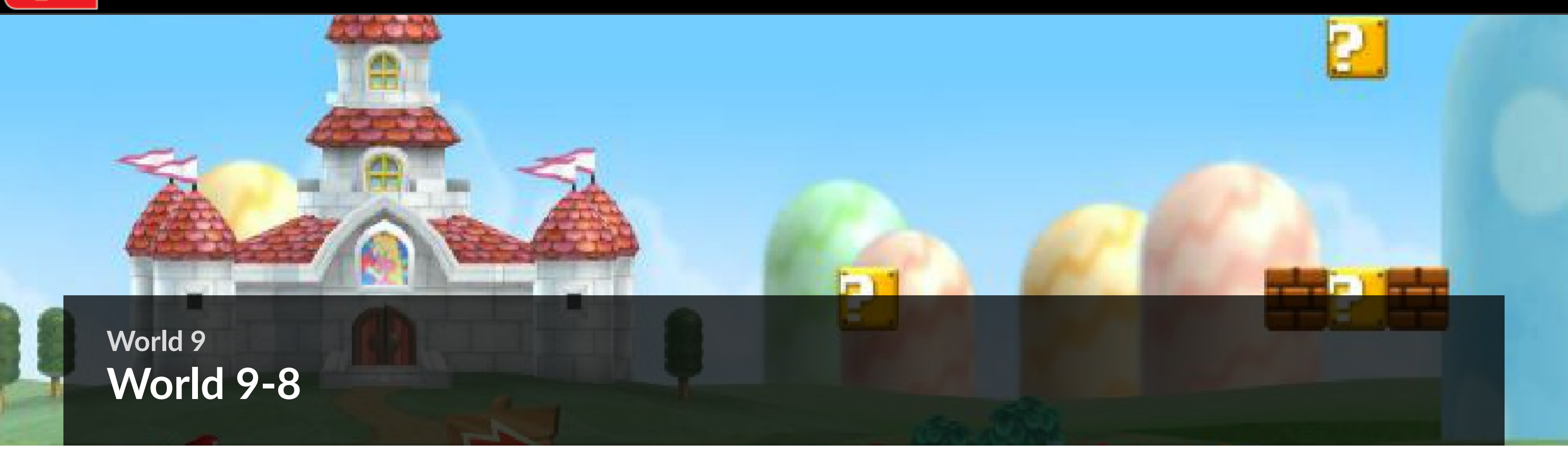
Stand there while the two Venus Fire Traps below you melt the ice blocks and create a small gap that allows you to reach the Star Coin below you.

Star Coin


x67
04
08453780
422

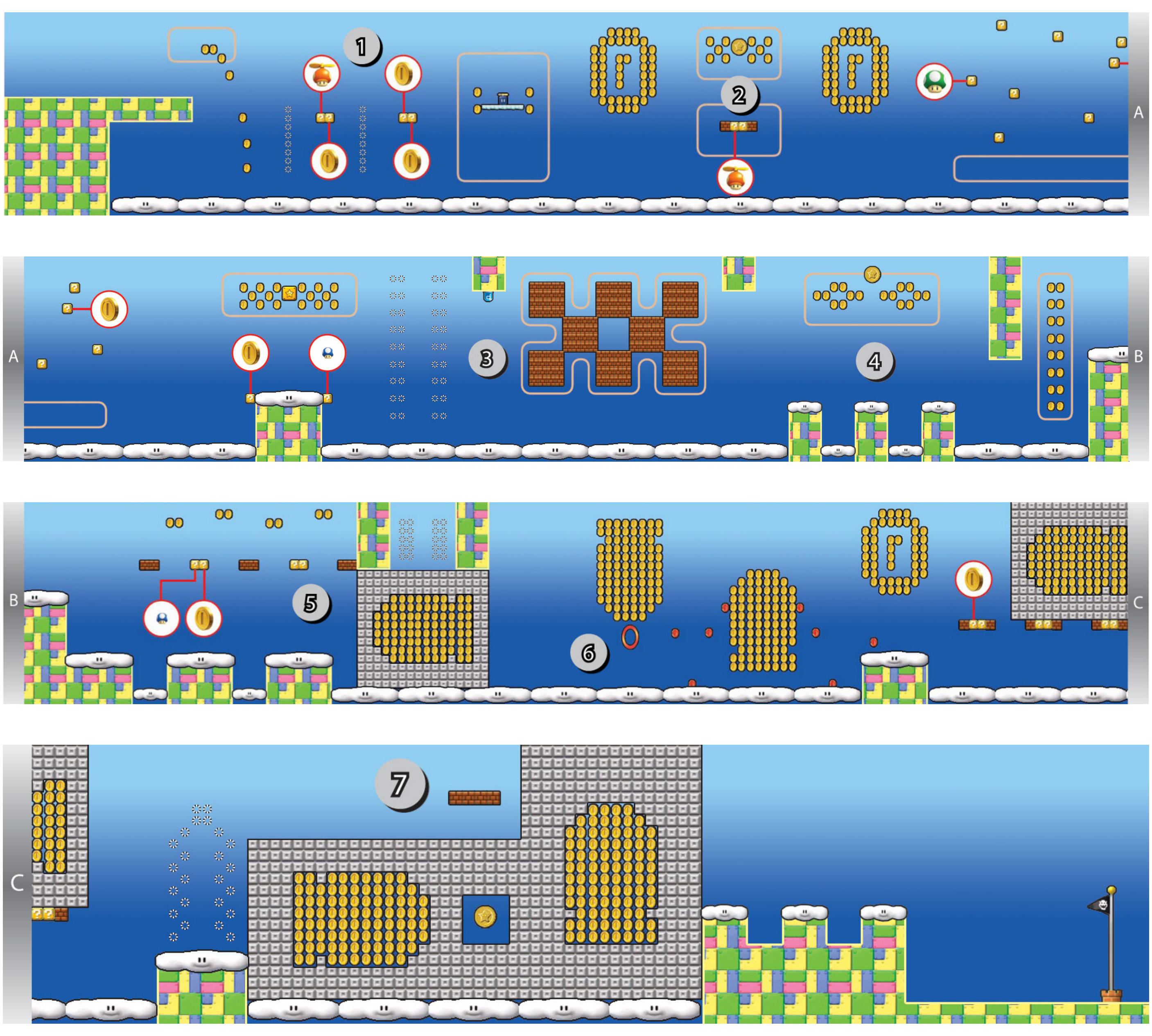
③ Stand in between the two Fire Bros. at Point 4 and bait them into melting the floor at your feet. Once they've cleared a path to the Star Coin below you, eliminate both Fire Bros. Jump back down to grab the Star Coin, then Wall-Jump back up before you fall to your death.

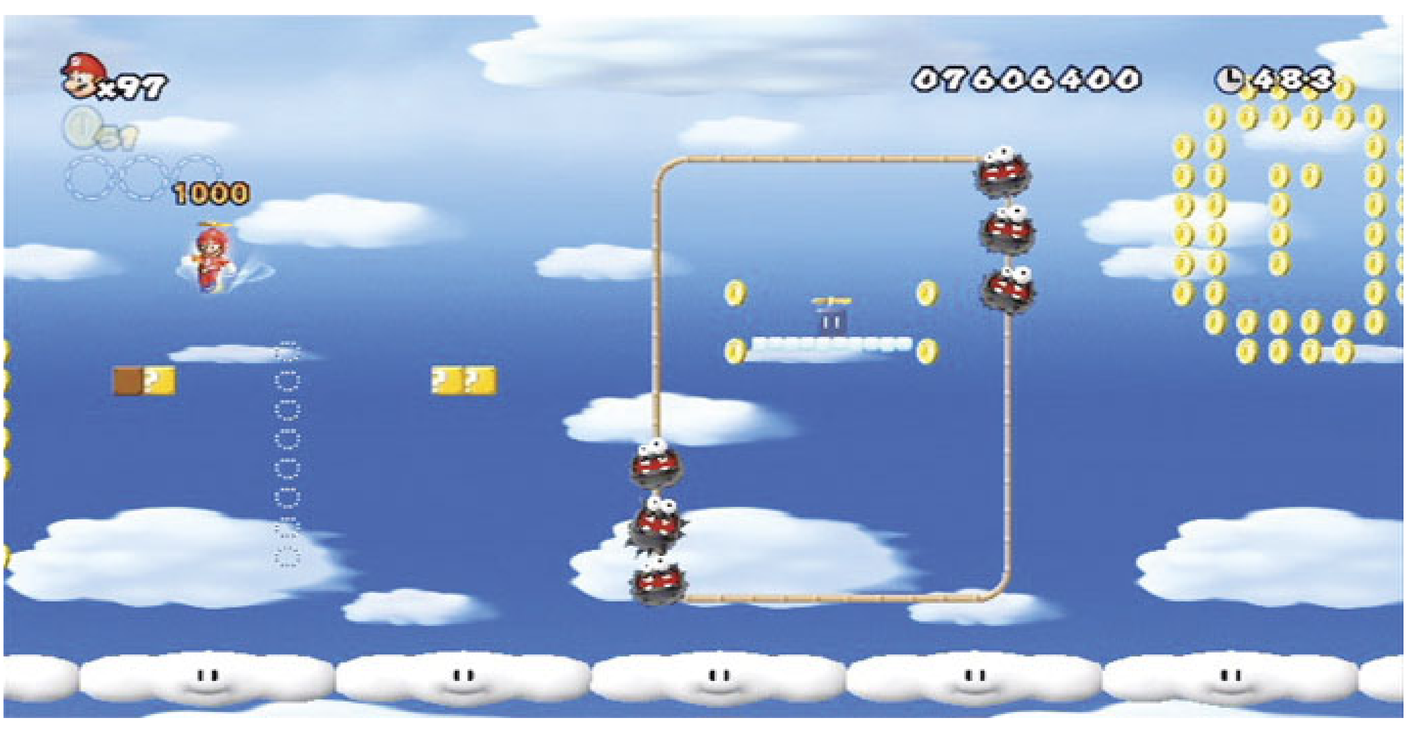




World 9

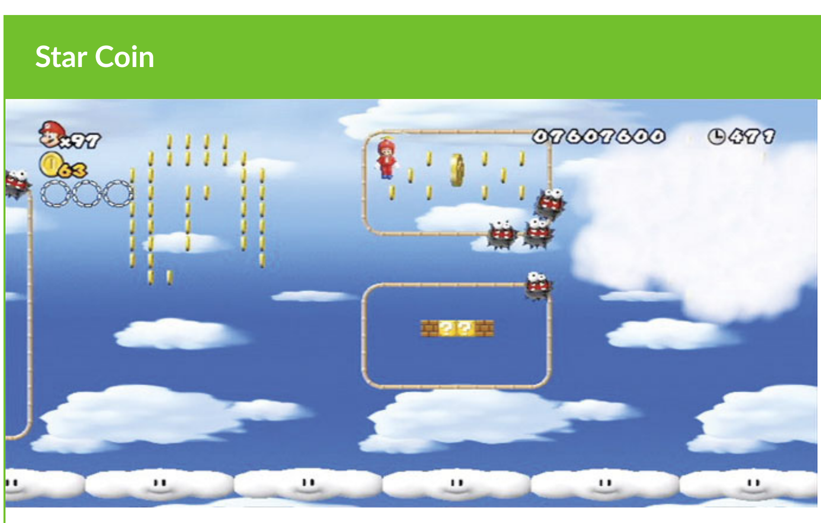
World 9-8



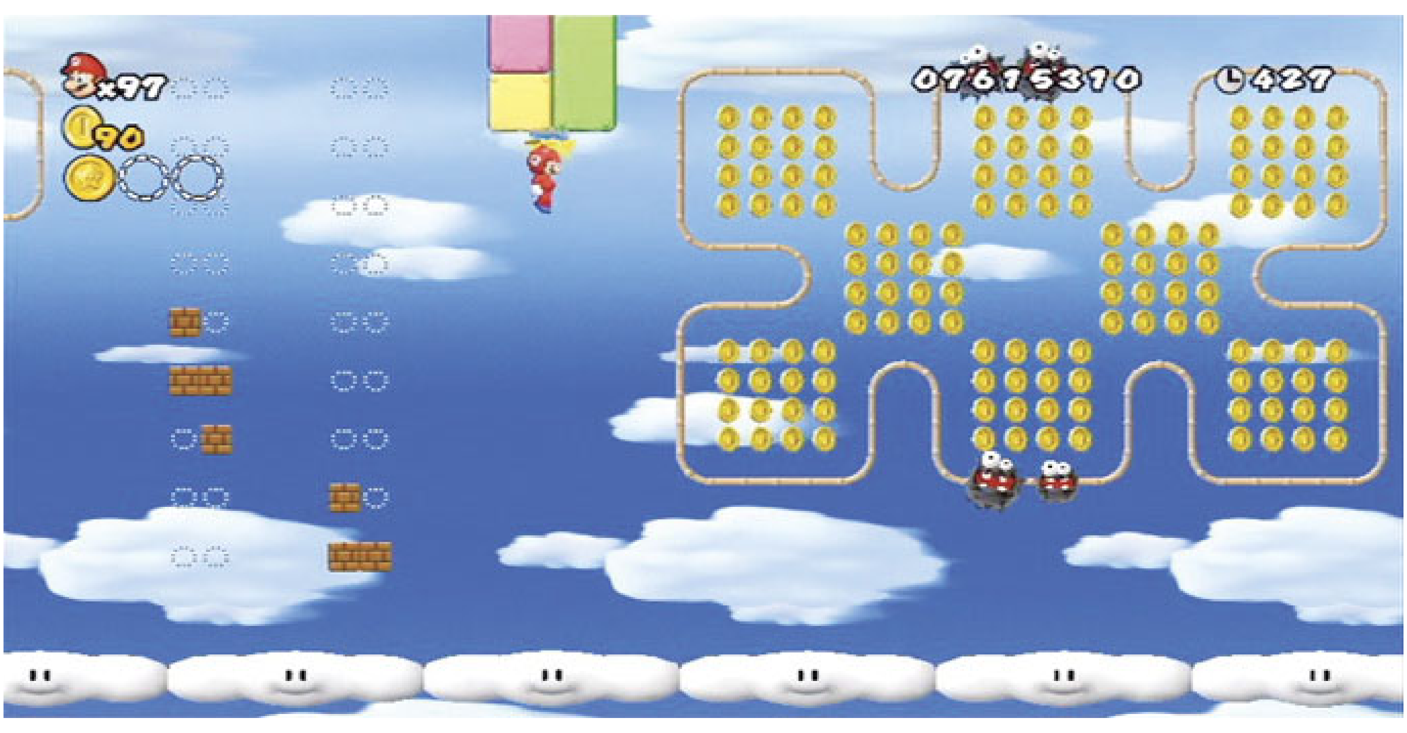


① Bounce off the cloud to hit the ? Block. Grab the Propellerhead power-up to zoom through this level.

Star Coin

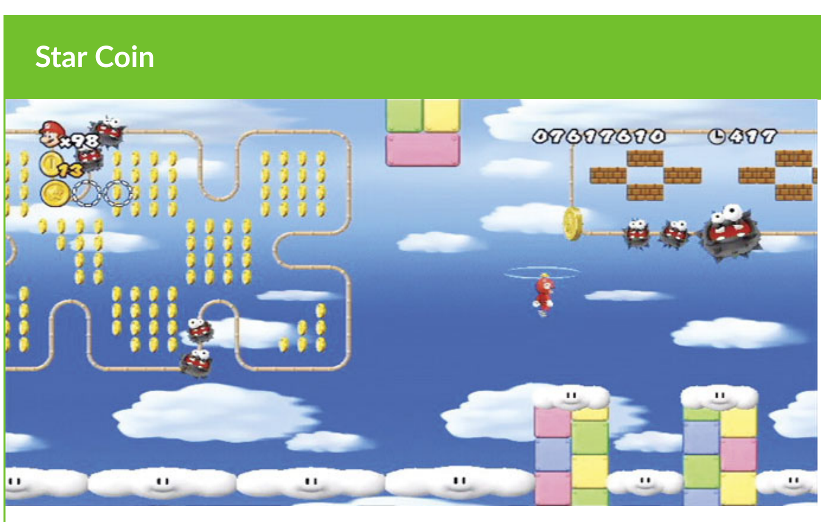


② Either use the Propellerhead power-up or the Propeller Block to zip up to the Star Coin at Point 2.

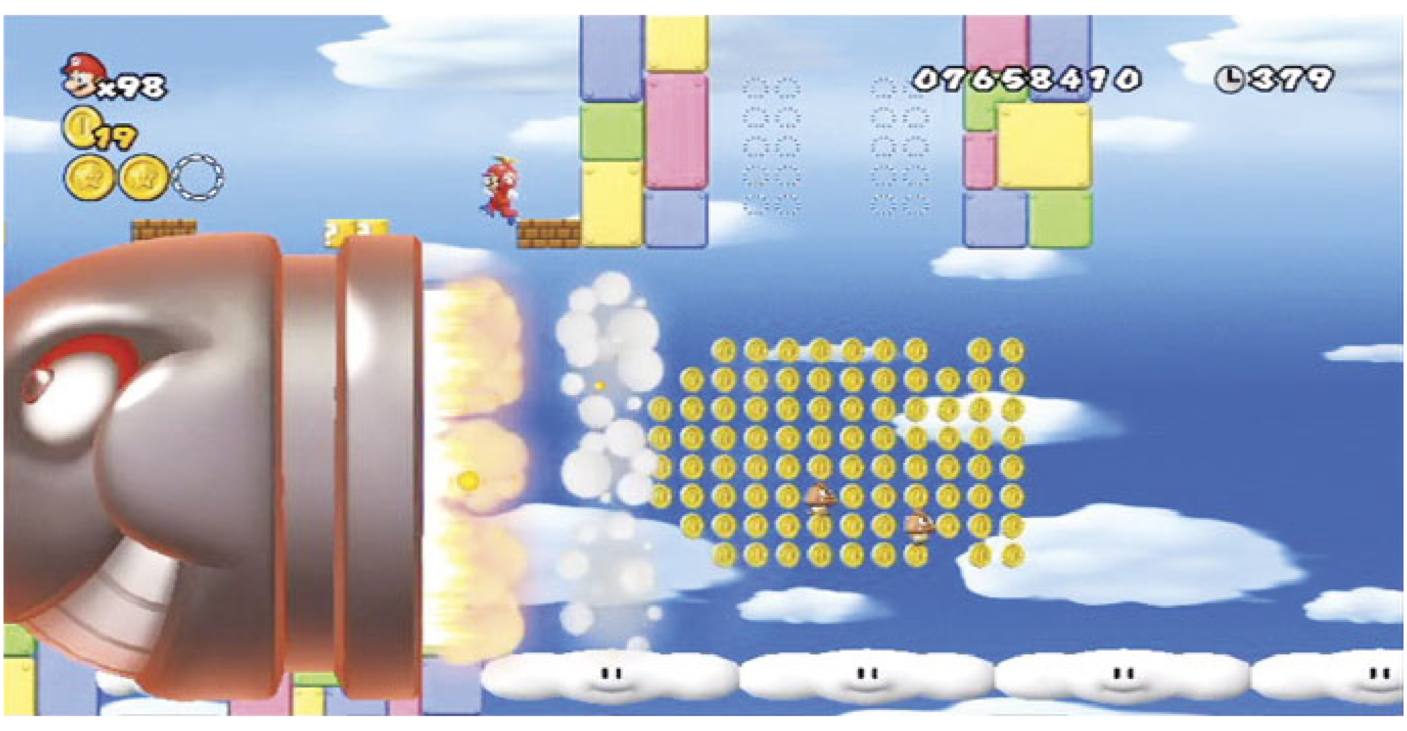


③ Hit the P Switch at Point 3 to turn the bricks into coins and then bounce across the clouds to pocket as many as you can.

Star Coin

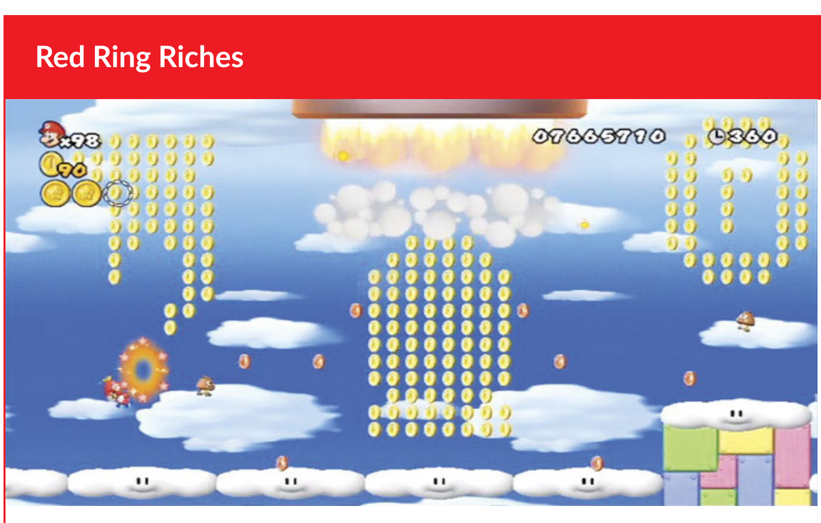


④ The next Star Coin is riding a rail at Point 4. Wait for it to pass overhead, then leap up to grab it!



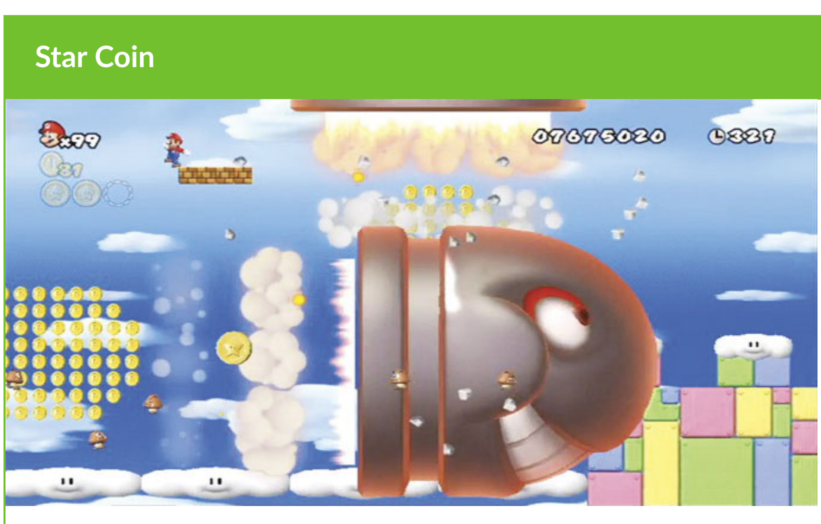
⑤ Stand on the Blocks at Point 5 to allow the King Bill to pass you and bust through all of the gray blocks, creating a path.

Red Ring Riches

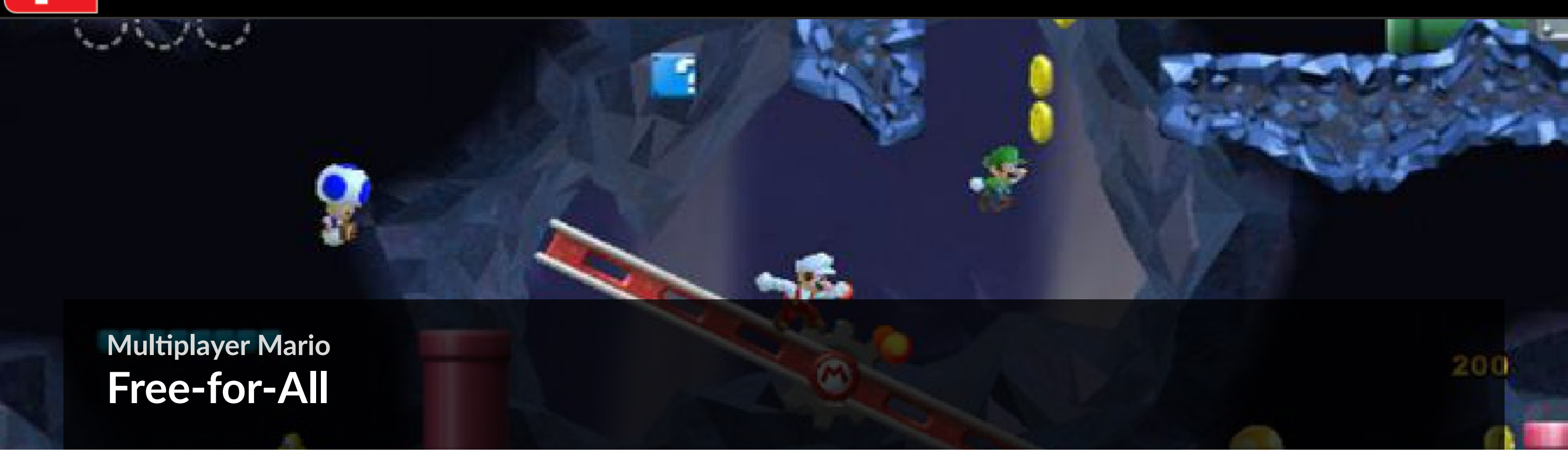


⑥ Hug the left side of the screen and let the huge King Bills pass you. When they do, bounce right and go through the Red Ring. Continue bouncing right, grabbing all the red coins as you go.

Star Coin



⑦ Stand on top of the Blocks at Point 7 and wait for the two King Bills to crush all of the gray blocks on the screen. Once they do, drop down and grab the final Star Coin!



Multiplayer Mario

Free-for-All

Rejoice! You can now enjoy New Super Mario Bros. Wii with several friends and partake in wacky party-style game play! For the first time ever, Super Mario Bros. can be played with up to four people simultaneously.

That means if you want to work as a team in Free-for-All, or fight against each other in Coin Battle, you can now grab four Wii Remotes, gather around the television, and bounce off each others' heads until the Wii hours of the night! But first... here are some tips.

x05 x04 x05 x05
00001200
383
12

The object of Free-for-All is just as it is in single-player mode—to reach the end of the level without dying. So while all of the same strategies you use in single player apply in this mode, you'll have friends to help you along the way and extend game play even if you fail!

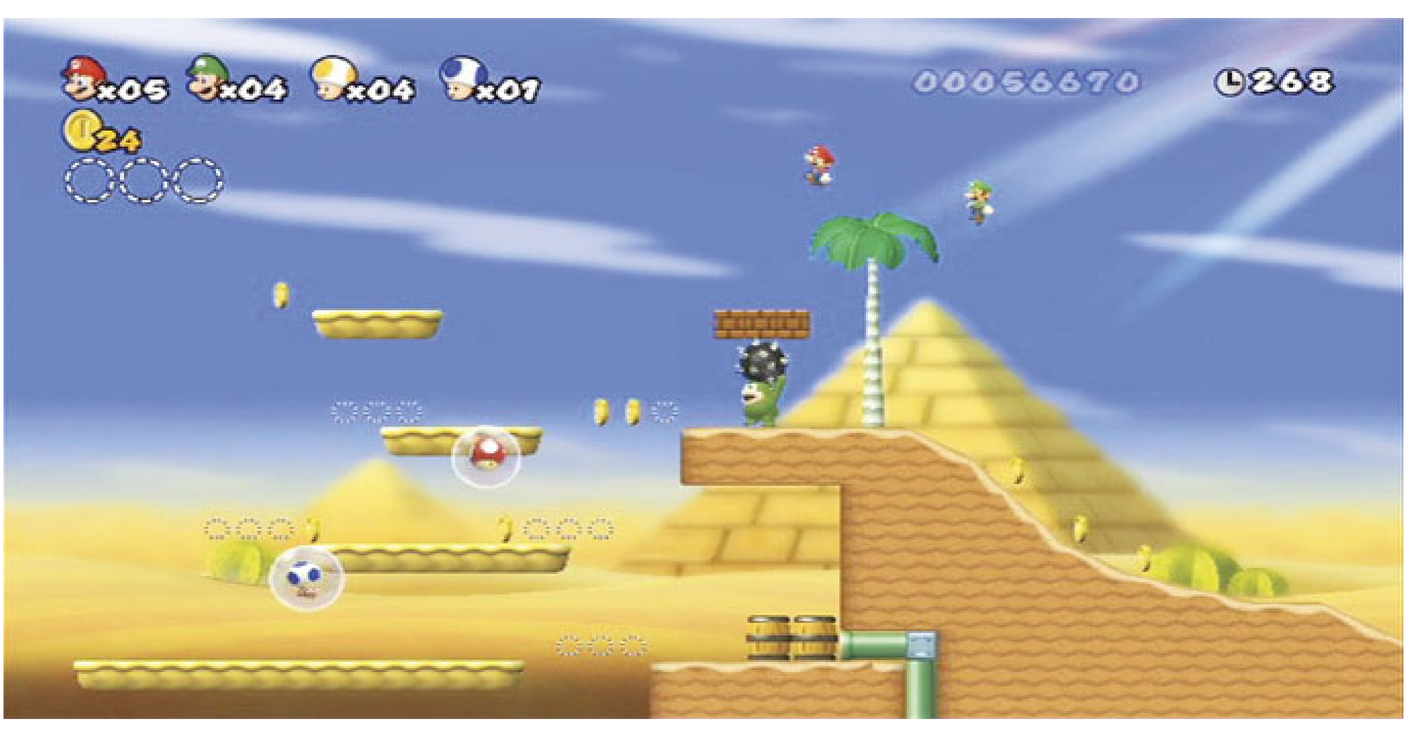
So, while it may resemble competitive play, it's really all about cooperation. Of course, that doesn't mean that you can't play to suit your style. It is a party mode, after all.

Note

This mode is the same as if a friend joined you while playing the single-player mode.

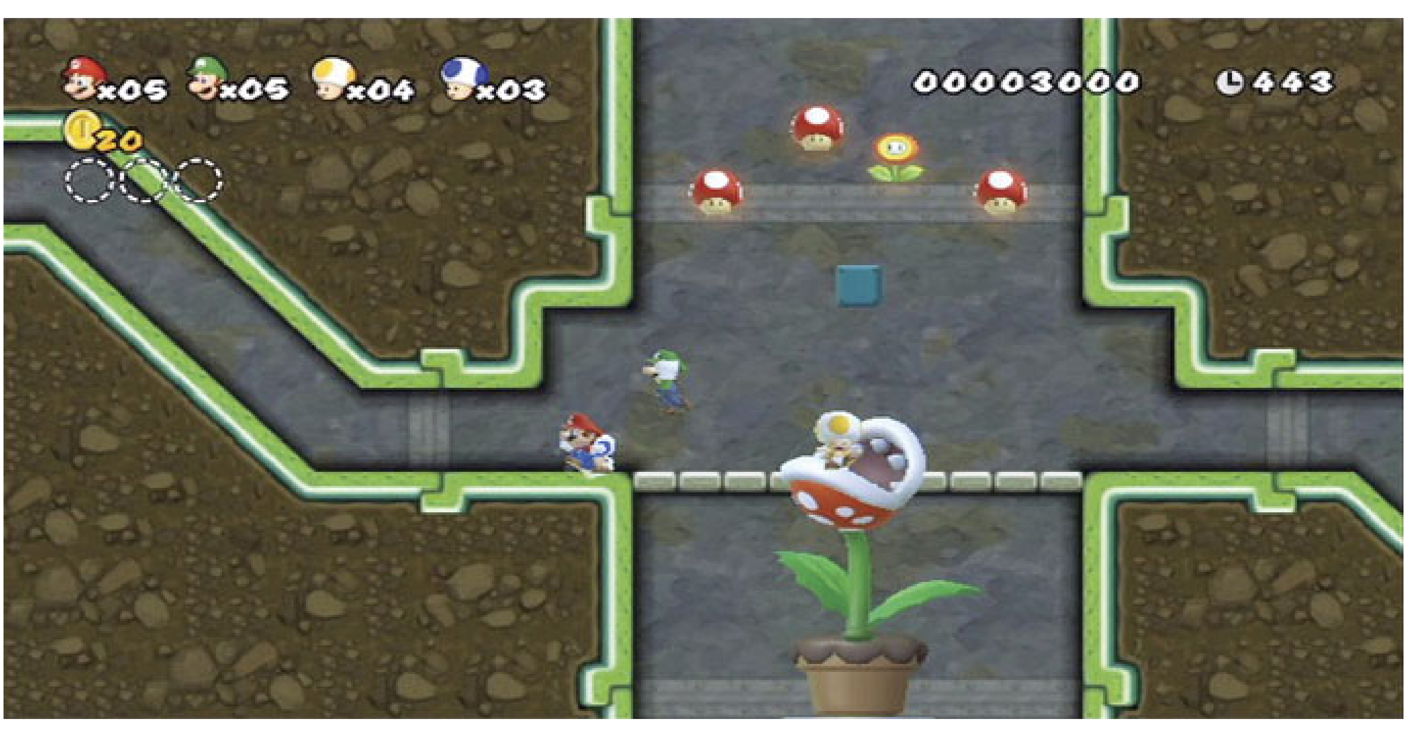
Free-for-All Tactics

Staying Alive



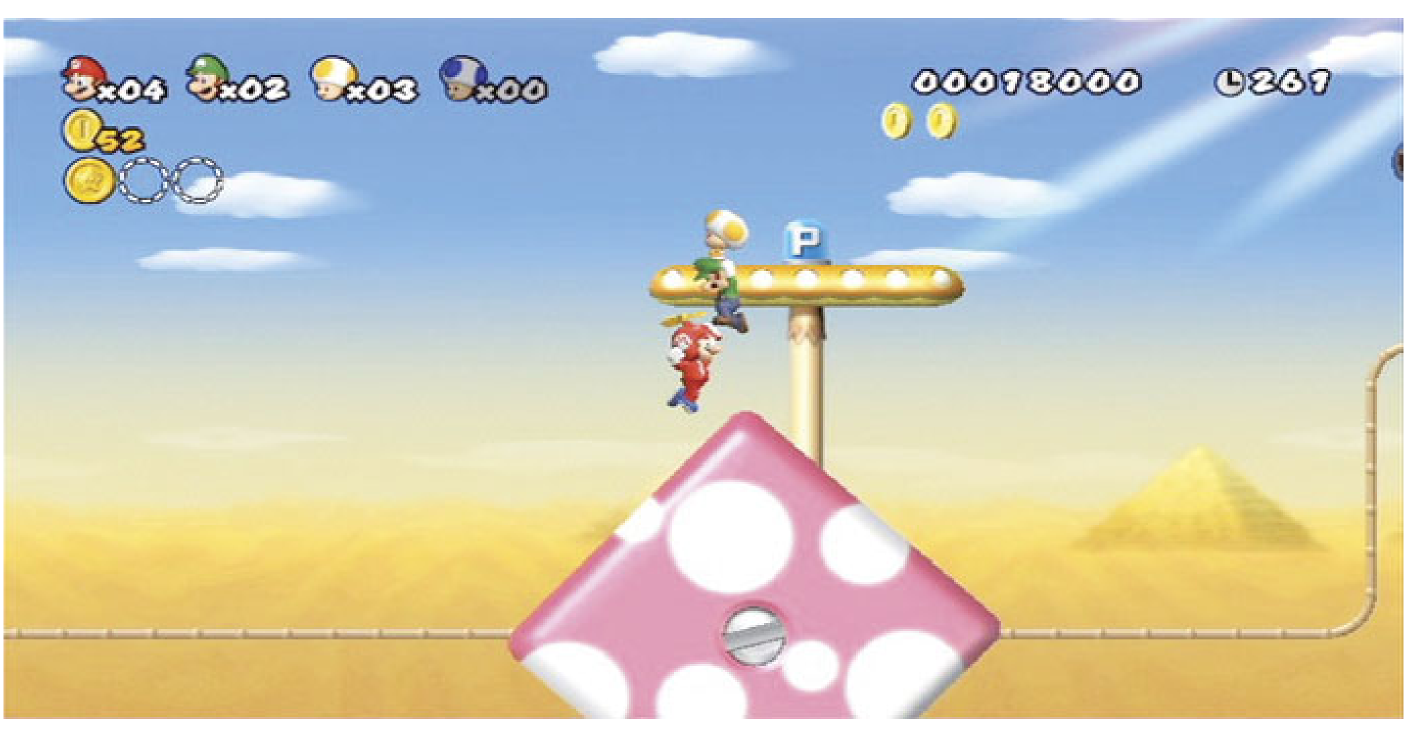
As long as one person is alive in a level, teammates can come back from death. The only time that players cannot come back is if they've run out of lives. So if a level is particularly difficult to beat, players will always have a chance as long as one person stays safe long enough for the others to return in their bubbles.

Share the Wealth



Remember, this is a cooperative mode. So the more that you and your friends share power-ups, the better everyone will do. There's no point in taking a power-up if you already have one and your teammate has none. You never know when you'll need that teammate to be around so that you can come back to life! If your teammate is Mini Mario or regular Mario, one hit will do them in, thereby lessening the chances of them being around later when you might need them. So, share!

Lean on Me

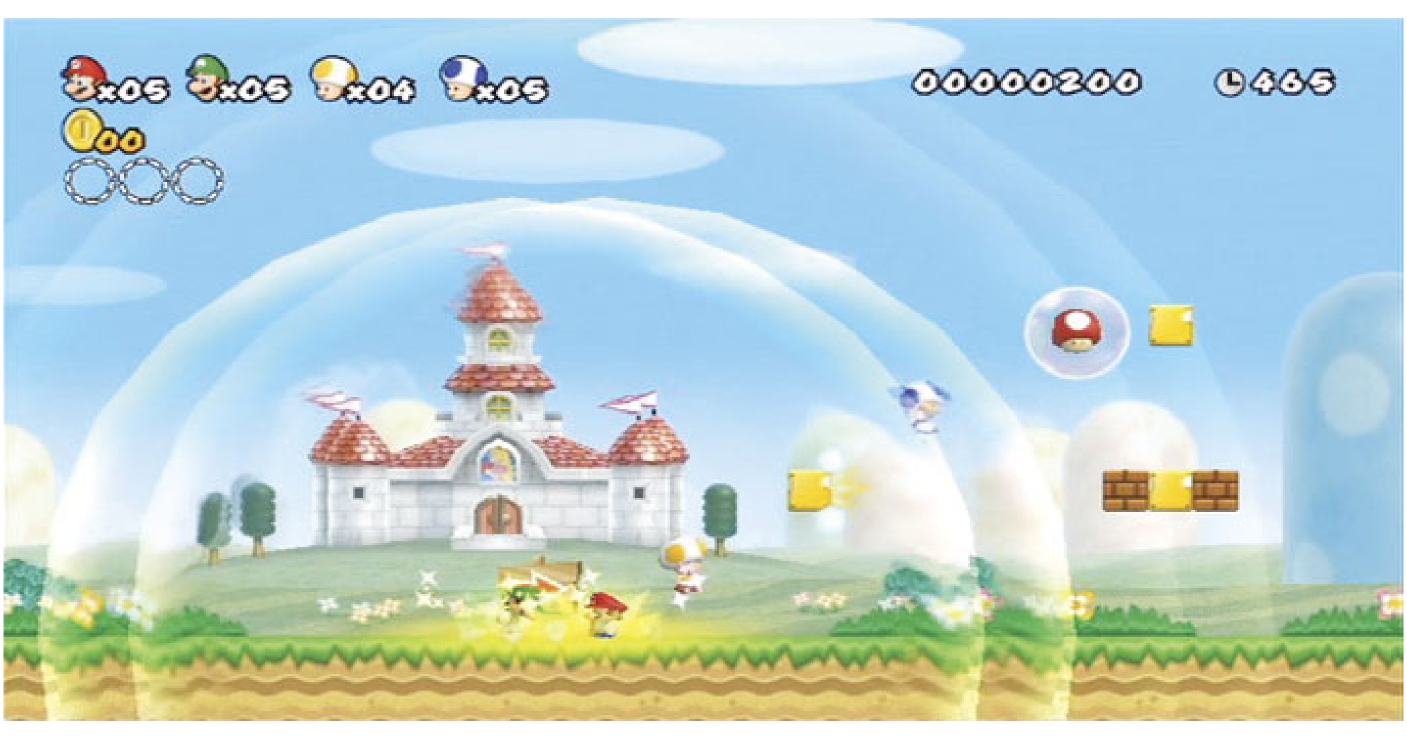


Sometimes, you might not have a better chance of hitting a switch or reaching a difficult area alone. In those cases, count on your teammates to help you out. You can pick each other up, so try hoisting a fellow player over your head and tossing them where they need to go. The same goes for bouncing off each others' heads. This is usually a perfect way to reach high areas!

Caution

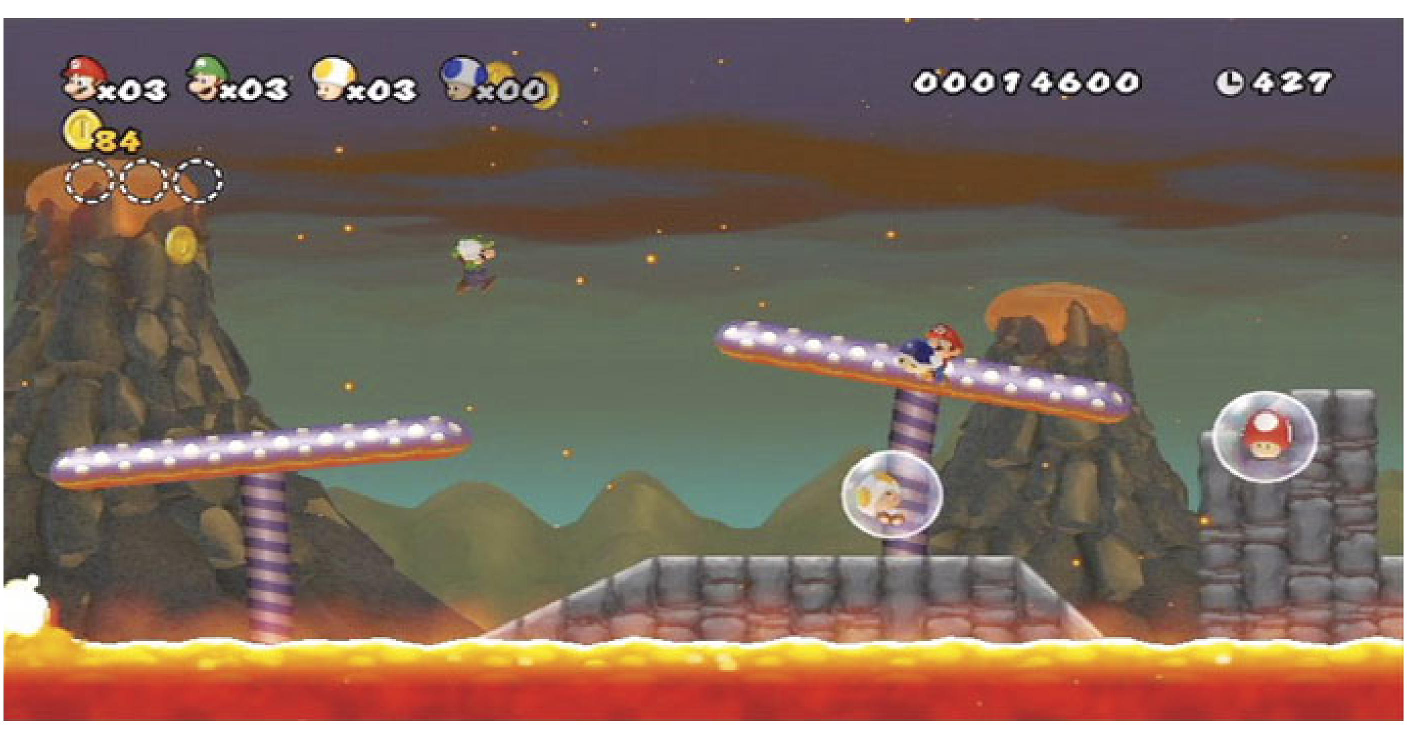
Just be careful not to "accidentally" hurl your friend over a cliff or into an enemy!

Ground-Pound Mayhem



You're all after the same goal: to beat the level. So if you have to work together to defeat enemies, all the better! The best way to do that is to execute a simultaneous Ground-Pound attack that shakes the entire screen! If you're surrounded by several difficult enemies, do a Ground-Pound all at the same time and clear the screen!

Follow the Leader



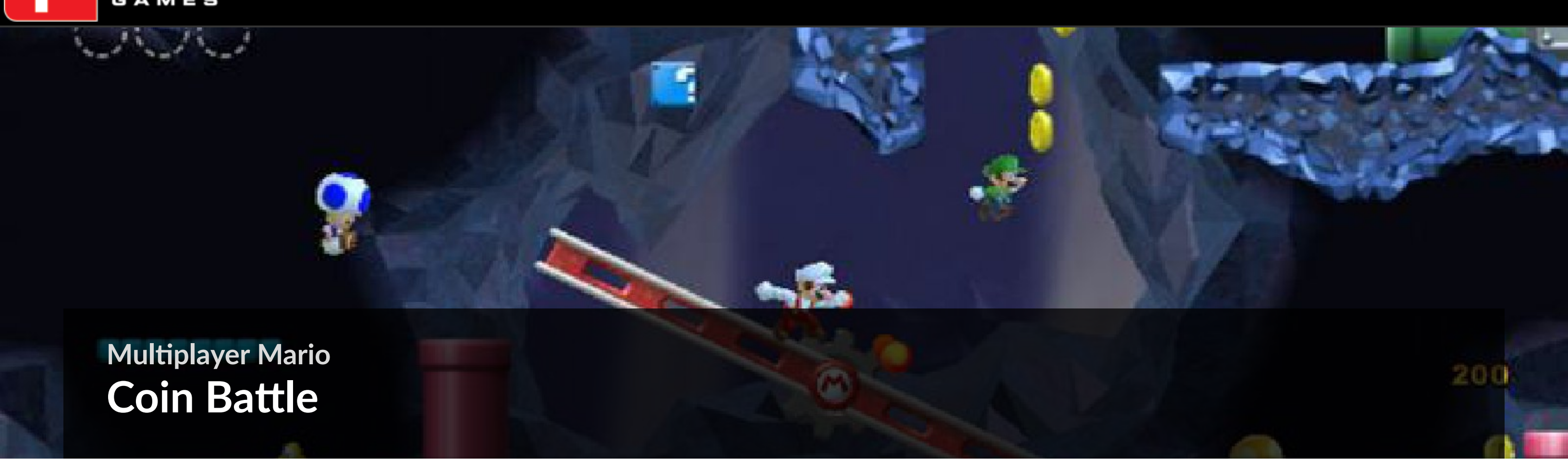
There's no shame in following along if you have a hard time getting past a certain section of a difficult level. If a less experienced player dies, don't pop them out of their bubble. Instead, allow a more experienced player to progress through the level until you've all cleared the most difficult part. Once you have gotten past the dangerous part, free your friend so that they can rejoin the action.

General Tips

In Toad Houses, you can take a friend's turn to flip the icons by bouncing off their head! In the end, however, everyone shares the spoils.

If you have to leave a game in progress, leaving your friend to handle the rest of the level, you'll have the same power-up when you return later!

You can get extra lives just as you would in single-player mode by collecting coins and 1-Ups! Keep this in mind when trying to keep everyone alive as long as possible.



Multiplayer Mario

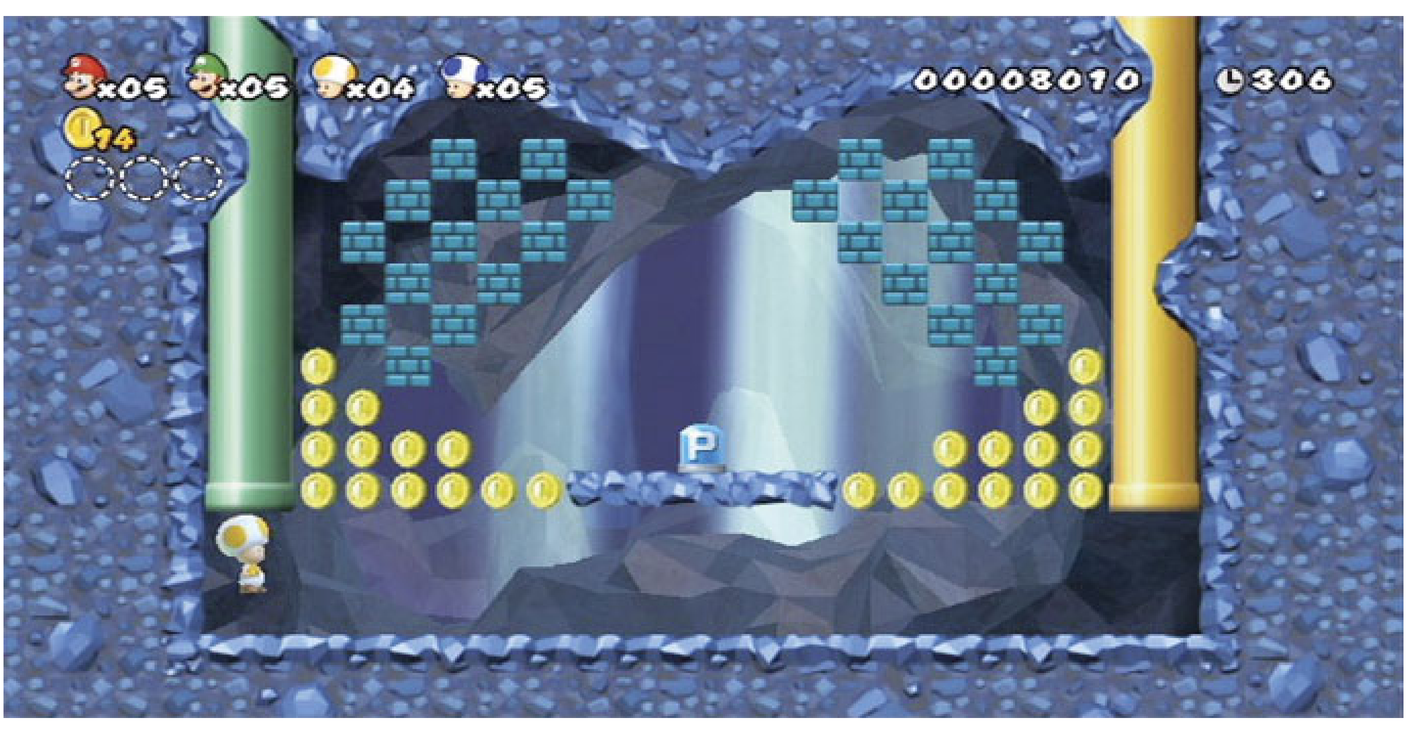
Coin Battle

Unlike Free-for-All, Coin Battle is a competitive party mode. In it, the levels are laid out the same, except now there are hundreds of invisible coins to collect. As you all progress through the level, you'll see hundreds of coin outlines indicating that a coin can be collected. To reveal the coin, someone must first pass through the coin outline.

When the coin appears, grab it! Since this is a competitive mode, the way you play will be vastly different than Free-for-All. All of the same rules apply. For example, you can still pick up the other players, bounce off their heads, and grab power-ups, but the point is to come out on top, not to play nice.

Battle Strategies

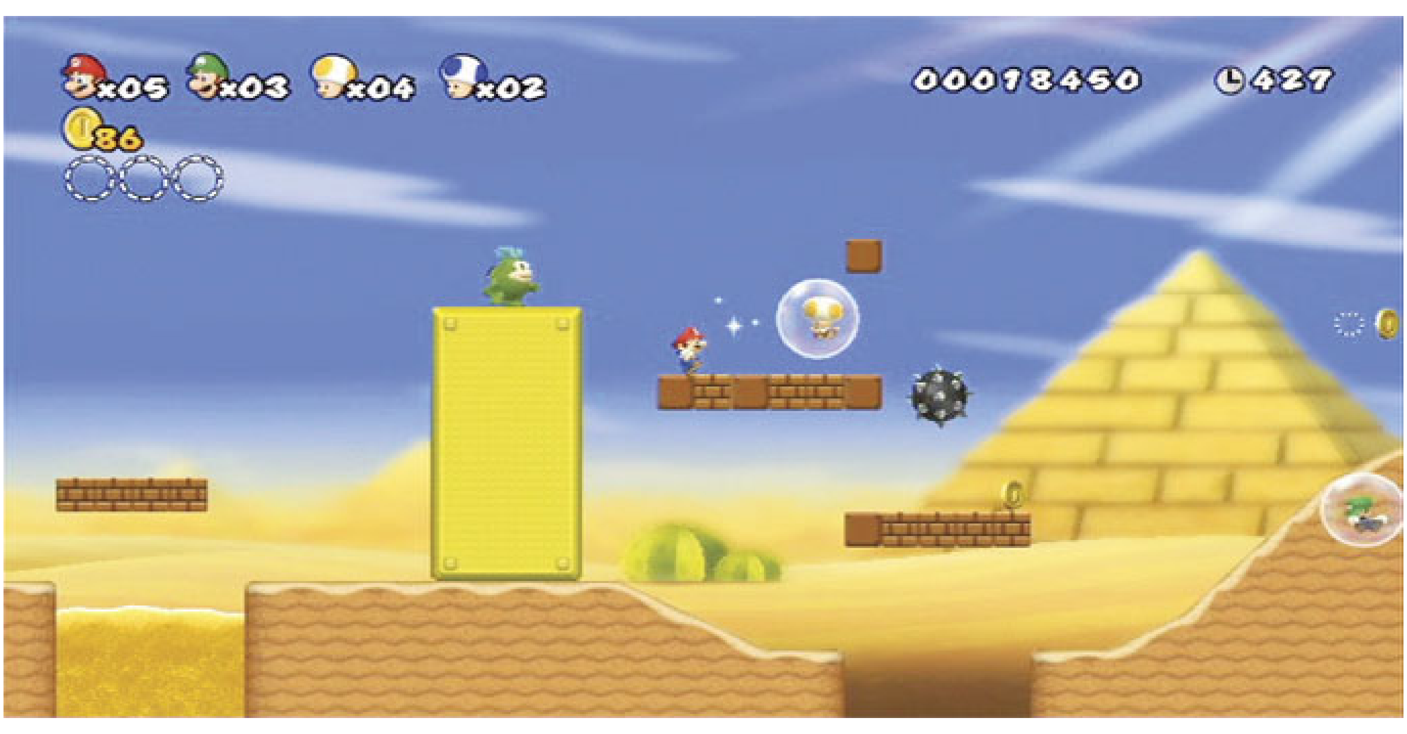
Early Bird Gets the Coin



If one of you goes into a pipe, it forces the rest of the group to go in behind you. So it is extremely important always to be the first one down the pipe.

By always pulling the rest of the group with you, you can ensure two things: One, you'll be the first to grab the coins in the next area, and two, you'll keep the others from collecting coins in the previous area since they'll be forced to travel behind you, leaving uncollected coins behind.

Let Them Float



In Free-for-All mode, it was desirable to free your friends from their bubbles (unless you wanted to pull them past a difficult area). In Coin Battle mode, it's best to leave them in their bubbles as long as possible. While they're in their bubbles, they can't collect coins!

Tip

If you're the one in the bubble, shake the Wii Remote vigorously to float your bubble closer to the other players. If you do this as they move around the level, you might be able to hit them and burst your bubble, setting yourself free.

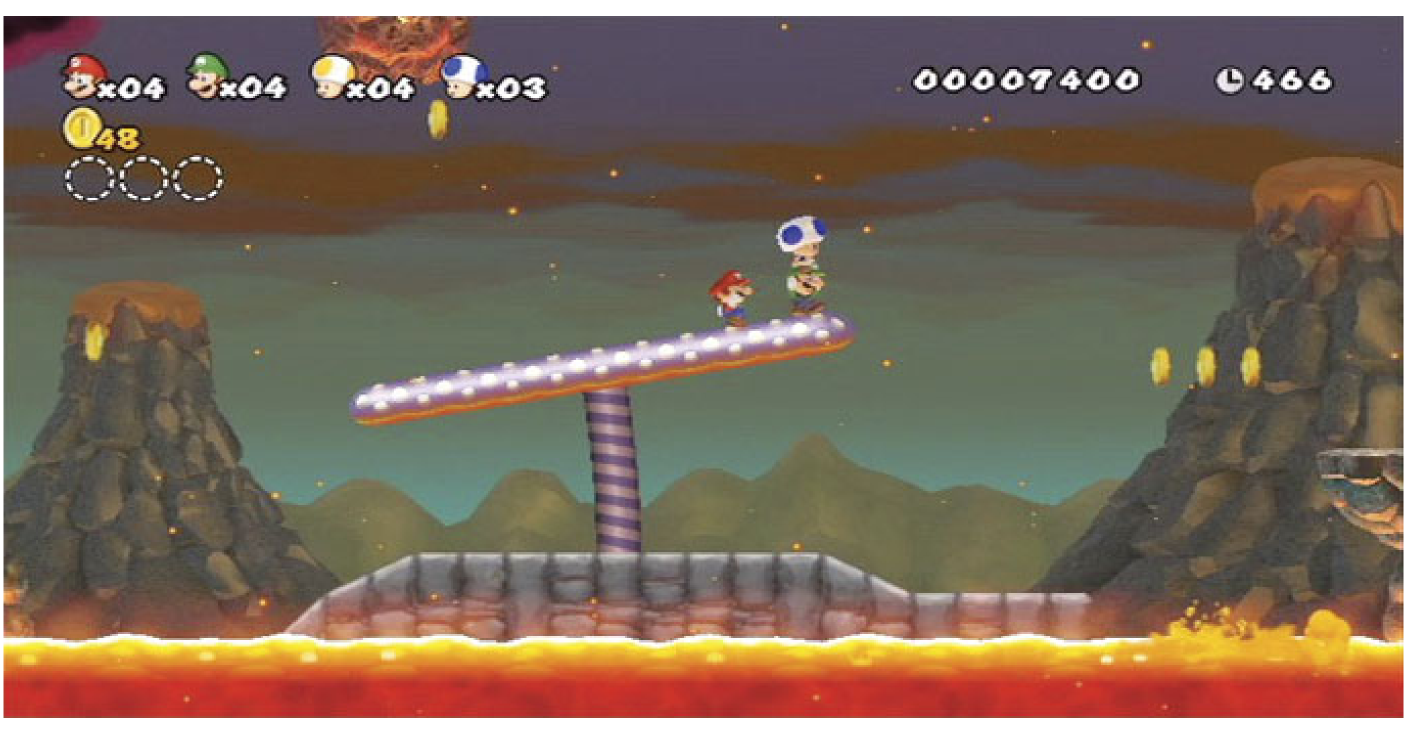
Take It All

x05
x03
x03
x00
97
00038950
336

In Coin Battle, being the last person standing usually ensures that you'll win. So the fewer power-ups that are left for your competitors and the fewer 1-Ups they collect, the better off you are.

Grab any and all power-ups you can, even if you already have one. That includes Super Mushrooms, even if you've got something better already. As long as the competition is vulnerable, you stand a better chance of surviving longer!

Toss 'Em

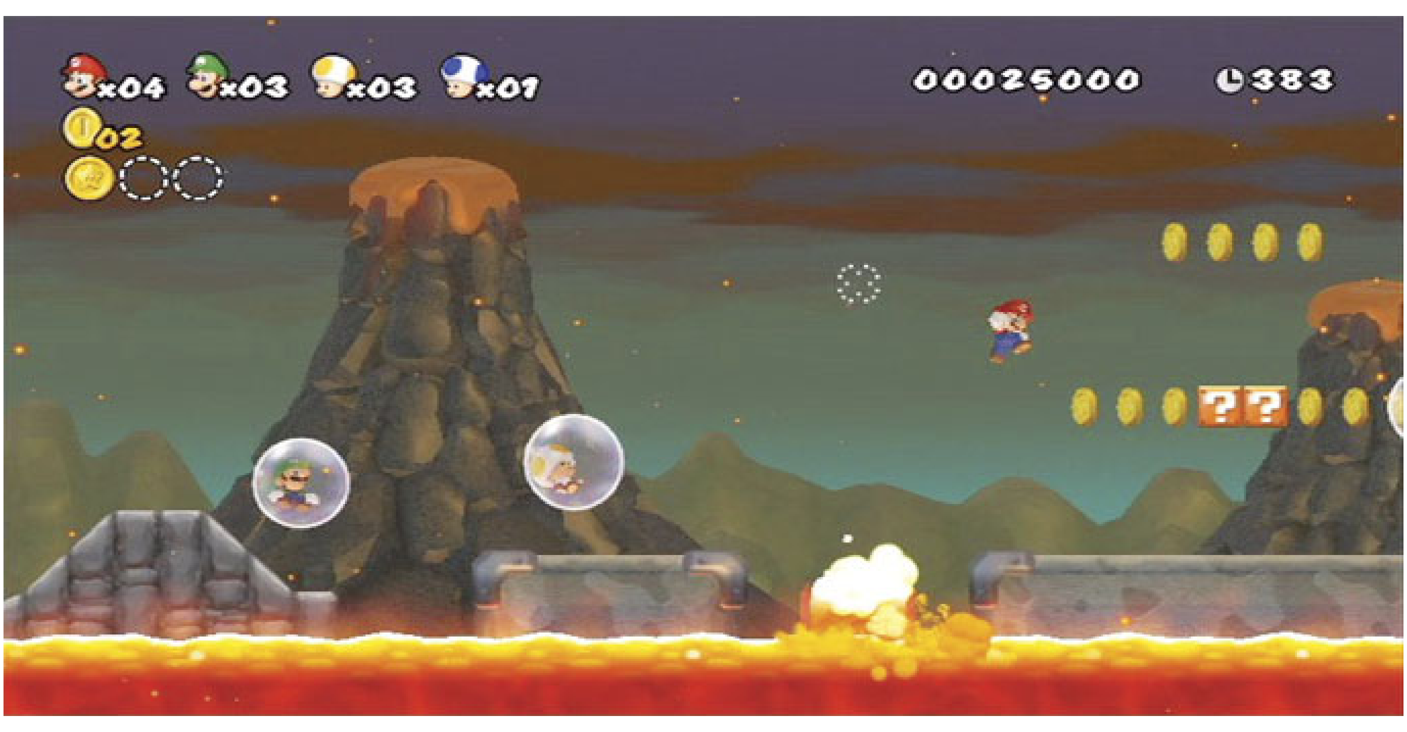


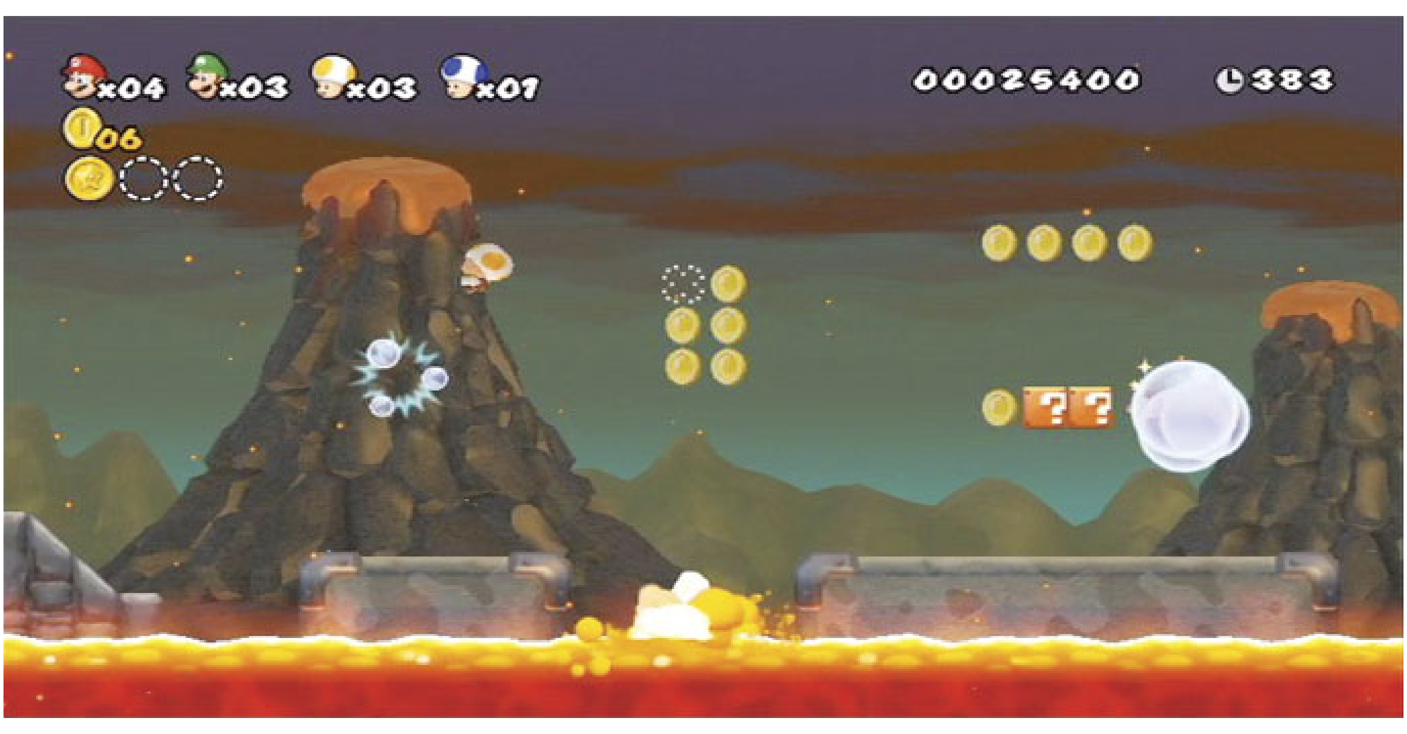
This is competition, so the only time you should pick up a competitor is when you're going to toss them to their death! Don't throw them into coins or into secret areas. Instead, grab 'em, toss 'em, and get rid of 'em! If you see a tough enemy, a pit, or lava, feel free to give the competition an unfriendly "nudge" to get them out of your way.

Tip

If you're picked up by a competitor, shake the Wii Remote to get loose of their grip!

Sometimes, Second is the Best





Earlier, you read that the early bird gets the coin. In some cases, however, it pays to let the others run ahead of you. When they do, they'll pass by invisible coins and force the coins to appear. That's when you run up behind them and collect the coins as soon as they become visible! Let your opponents do the dirty work while you reap the rewards!

General Tips

You can also swallow other players with Yoshi and spit them out into enemies, pits, or lava!

If you see an opposing player drifting toward you in a bubble, burst their bubble over a gap to waste another one of their lives.

The winner is the one with the most coins, not the first one to pass the level.

Extras

Introduction